

**PRIMA'S UNAUTHORIZED GAME SECRETS**

# 1 Hottest PC GAMES

COMPILED AND EDITED BY **MICHAEL KNIGHT**

Strategies for  
9 Smokin'  
PC Games

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# Introduction

The book in your hands contains a wealth of knowledge concerning strategy and tactics for victory in the world of computer gaming. All types of games are represented, and those included are among the most popular games on the market.

With nine games covered in this book, you won't get a lot of flowery prose on each game or information on the background or story line. This book only has enough room to give you the down and dirty facts on how to complete each game successfully. For further information on each game, I encourage you to go to Prima Publishing's excellent line of strategy guides. Prima has published at least one guide for each of the nine games in this book.

In the first-person shooter genre, I have included *Quake*; its sequel, *Quake II*; and *Hexen II*. Each chapter includes maps and tips for each of the levels in the game. The maps show where all the secret areas are located, as well as items you will need to pick up along the way.

If you want to control a larger fight, then check out the strategy games. *Age of Empires* puts you in command of ancient civilizations that are trying to become the greatest of their era. *Command and Conquer* brings real-time strategy to the 20th century as you fight in an alternate past.

Have you always wanted to learn to fly? Fear not, we have included *Microsoft Flight Simulator 98* with special attention on how to fly the latest aircraft in the Microsoft hangar, the Bell Jet Ranger helicopter.

Adventure games are a part of the mix as well. *Riven*, the acclaimed sequel to the award-winning *Myst*, is here with all the information you need to make it all the way through the game. Another award winner, *Diablo* is here, too. This online game will give you a good taste for playing with other humans and prepare you for the ultimate online role playing game: *Ultima Online*.

While I could go on with more hype for this book, you have a lot of games to play and I don't want to stand in your way.



# Quake

After the great popularity of *Doom* and *Doom II*, Id Software, Inc., developed a great successor: *Quake*. While *Doom* entails killing massive quantities of bad guys, *Quake* contains fewer opponents. However, that doesn't make it easier. Instead, each opponent is harder to kill and is better at causing you some pain.

This chapter contains maps and tips to help you make it through each of the episodes and missions contained in *Quake*. I've also thrown in some cheat codes to give you an extra edge if you still get stuck in the game.

## Cheat Codes

While cheat codes can make the game incredibly easy, I suggest you try to make it through without them. Even if you finish the game by using the cheat codes, you really haven't won.

To activate a cheat code, press the  key and then type in a code from the list below. Press  to activate the code. To deactivate a cheat code, just reenter the code.



## Cheat Codes

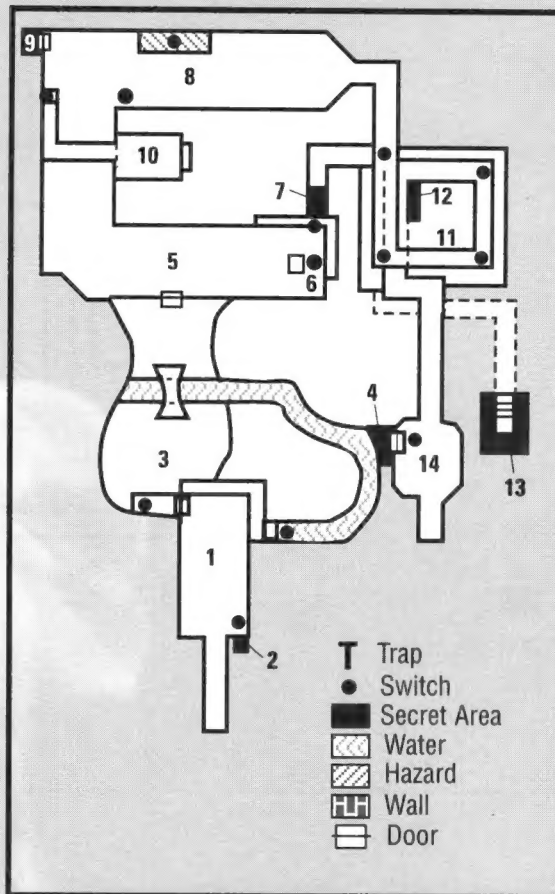
Code	Result
GOD	Invulnerability
FLY	Use the D key to ascend and the C key to descend
KILL	Suicide. Reloads the current mission
MAP ExMy	Moves player between levels. E2M4 would send the player to the 4th mission of the 2nd episode. You do lose all but your basic weapons, though.
SKILL x	Changes the skill level from 0-3 with zero being the easiest.
NOTARGET	The monsters don't see you unless you attack them.
NOCLIP	Fly through all the structures and objects in the game. A fun way to explore a level.
IMPULSE 9	Receive all weapons and all ammo.
IMPULSE 11	Gives one of the four runes you receive at the completion of an episode.
IMPULSE 255	Gives player quad damage
GIVE x	Gives player the weapon (without ammo) corresponding to the x number you use when you select a weapon. i.e. GIVE 4 gives you the nailgun
GIVE H 1-1000	Gives the listed number of health points and, yes, this is 1,000 health points you can get.
GIVE x 255	Gives maximum amount of ammo to the weapon designated by x. The possible x letters are in the four codes below. To get a specific amount of ammo use that quantity instead of 255. i.e. GIVE x 20 provides 20 rounds
GIVE S 255	Receive the maximum amount of shotgun shells
GIVE N 255	Receive the maximum amount of nails
GIVE R 255	Receive the maximum amount of rockets/grenades
GIVE C 255	Receive the maximum amount of charges for the thunderbolt

## Mission 1: Slipgate Complex (E1M1)

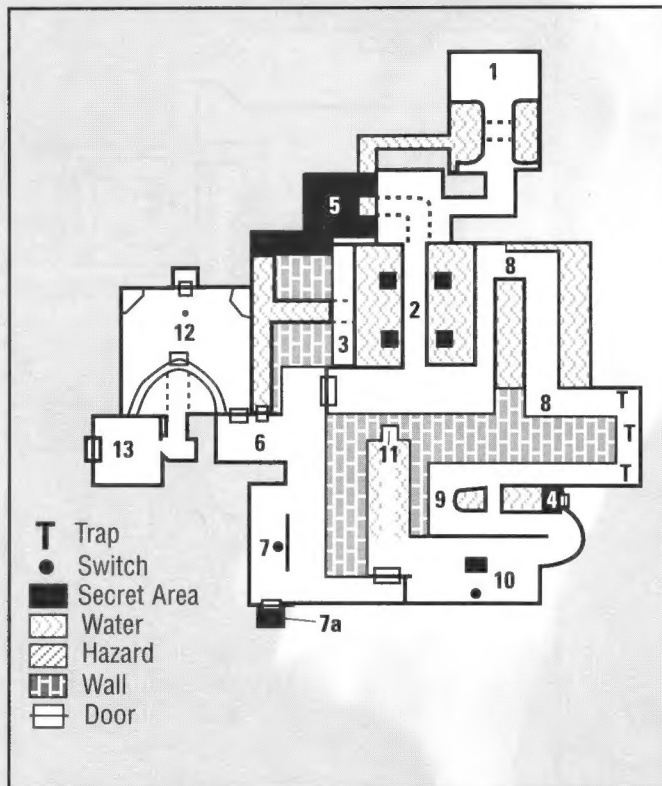
1. Shotgun Shells, Green Armor
2. Secret Area. Shotgun Shells
3. Health
4. Secret Area. Megahealth
5. Health
6. Shotgun Shells, Health
7. Secret Area. Quad Damage
8. Switch
9. Secret Area. Double-barreled Shotgun
10. Nailgun, Flechettes
11. Switches, Biosuit
12. Secret Area. Megahealth
13. Secret Area. Yellow Armor, Health
14. Health, Flechettes

## Episode 1: Mission 1 Secrets

1. Jump on the ledge and shoot the red panel.
2. Jump into the stream and go through the underwater opening in the wall.
3. Shoot the picture of earth, ride up the lift and then shoot the other earth.
4. From the bridge shoot the wall switch.
5. Jump to the top of the nearby switch and then from stone to stone to the sniper's nest.
6. Use the biosuit to swim down the underwater tunnel.



## Mission 2: Castle of the Damned (E1M2)



1. Health, Shotgun Shells, Flechette
2. Health (en route), Shotgun Shells, Double-barreled Shotgun
3. Green Armor, Health
4. Secret Area. Health, Flechette, Slipgate to 3
5. Secret Area. Shotgun Shells, Health
6. Shotgun Shells, Blue Key door
7. Health, Shotgun Shells, Switch to open 7a
- 7a. Secret Area. Quad Damage rune
8. Shotgun Shells, Nailgun trap
9. Yellow Armor, Shotgun Shells, Health
10. Health, Flechette, Shotgun Shells, Switch to access 11
11. Blue Key. Health, Flechette (under bridge)
12. Health, Shotgun Shells, Fiend trap, Flechette
13. Health (en route), Shotgun Shells. Mission exit.

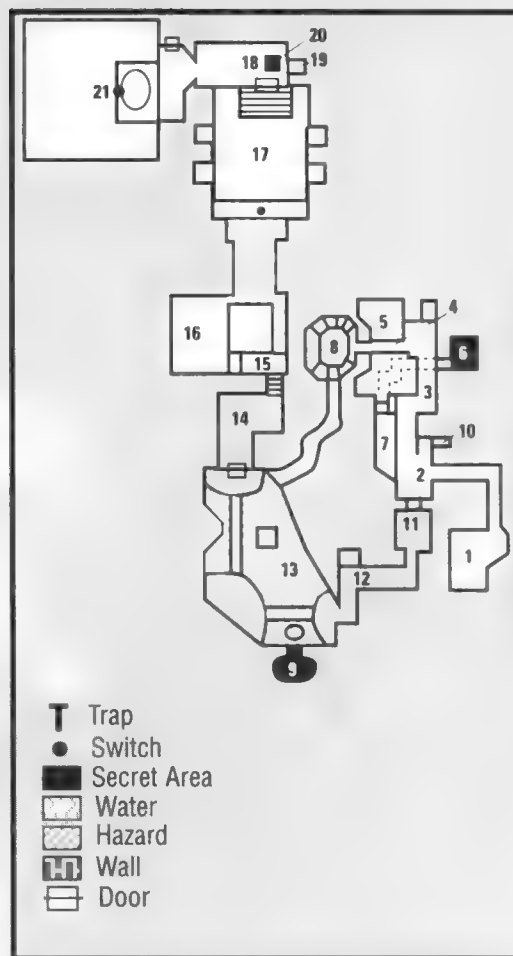
## Episode 1: Mission 2 Secrets

1. Swim to the Yellow Armor and turn left. Part of the wall should drop.
2. Swim under the central bridge, through the arch and away from the red symbol.
3. Press the protruding stone on the central column with the burning torch. Then turn right.



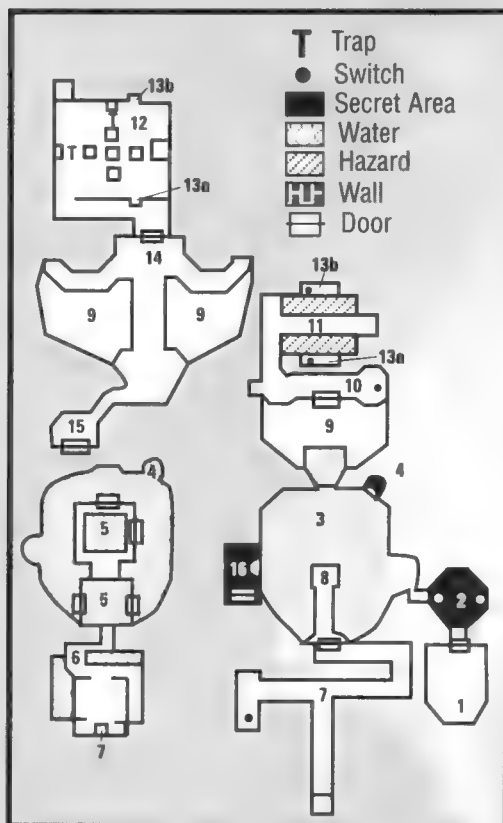
## Mission 3: Necropolis (E1M3)

1. Health, Shotgun Shells
2. Grenade Launcher, Health, Grenades
3. Double-barreled Shotgun
4. Bridge Ambush
5. Shotgun Shells, Health, Flechettes
6. Secret Area. Health, Grenades
7. Green Armor
8. Grenades, Health as you traverse the tunnel, Gold Key
9. Secret Area. Ring of Shadows
10. Health
11. Nailgun
12. Flechettes, Grenades
13. Health, Grenades, Shotgun Shells, Flechettes
14. Gold Door, Shotgun Shells, Flechettes, Health
15. Ramrod Trap
16. Health, Grenades, Shotgun Shells
17. Health, Grenades, Flechettes, Shotgun Shells
18. Health
19. Yellow Armor, Shotgun Shells
20. Secret Area. Grenades
21. Health, Shotgun Shells, Mission Exit



## Episode 1: Mission 3 Secrets

1. Jump off the bridge and shoot the wall behind the box of flechettes.
2. From the gold key island go to the dark spot on the large wall. A sinkhole will be nearby.
3. Shoot the back wall of the small alcove to reveal a teleporter to the secret platforms.



## Mission 4: The Grisly Grotto (E1M4)

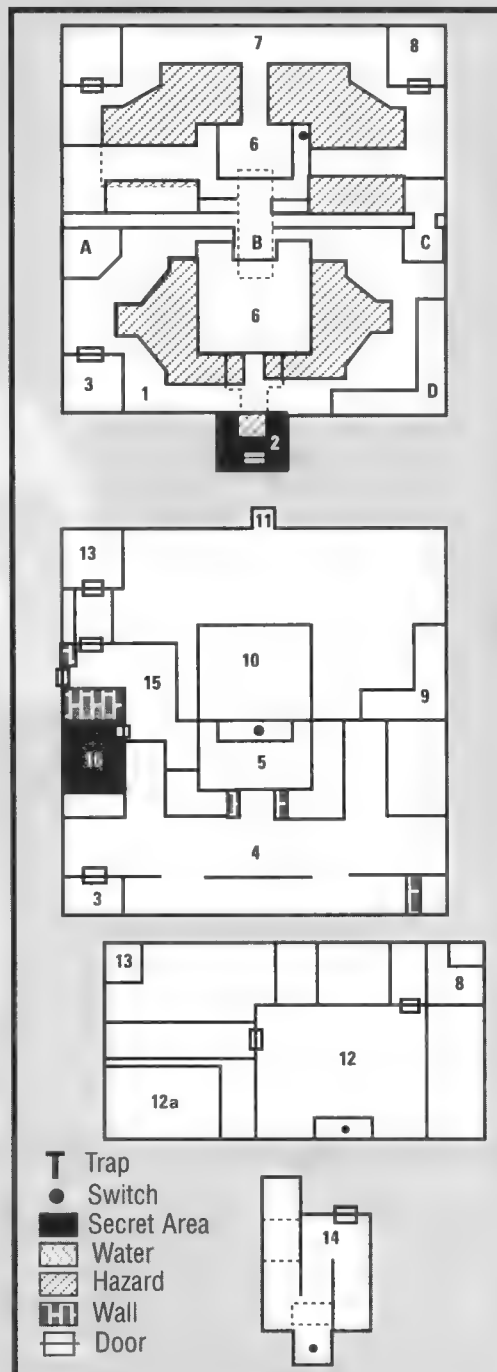
1. Health, Shotgun Shells
2. Secret Area. Two Switches, Yellow Armor, Flechette, Shotgun Shells
3. Flechette, Health, Biosuit (can see Silver Key at 8)
4. Secret Area. Rockets
5. Health, Supernailgun, Flechette
6. Health, Shotgun Shells, Flechette; Flechette (underwater)
7. Flechettes, Health, Star Switch, Shotgun Shells
8. Silver Key, Health, Shotgun Shells
9. Flechettes, Shotgun Shells, Health
10. Shotgun Shells, Health, Flechette (en route to 11)
11. Shotgun Shells, Health
12. Nailgun Trap (and access to 13a and b); Shotgun Shells
- 13a. Rockets, First Switch to Open Secret Area 16
- 13b. Health, Flechette, Second Switch to Open Secret Area 16
14. Flechette (en route), Shotgun Shells, Health
15. Shotgun shells. Exit to "Mission 5: Gloom Keep."
16. Secret Area. Exit to "Secret Mission: Ziggurat Vertigo"; Health, Grenade Launcher

## Episode 1: Mission 4 Secrets

1. Shoot both red switches which are above you and to the right and left.
2. Swim to the right from the beach and enter the smaller opening on the right in the far wall.
3. Step on the 5 quake squares in 3A, press the wall plates in 3B and 3C, go back to the wall opposite the beach, and swim underwater to enter the secret mission, Ziggurat Vertigo.

## Secret Mission: Ziggurat Vertigo (E1M8)

1. Health, Pentagram of Protection, Yellow Armor, Shotgun Shells; Lift (3)
  - A. Shotgun Shells, Flechette, Health
  - B. Flechette
  - C. Health
  - D. Rockets, Shotgun Shells, Health
2. Secret Area. Quad Damage rune, Health, Teleport Back to 1
3. Lift
4. Rocket Launcher, Health, Flechettes
5. Rockets, Yellow Armor, Flechette, Megahealth, Switch (Opens Access to 6)
6. Switch to Open Lift in 7 and Gate between 1 and 7, Rockets; Health, Shotgun Shells
7. Lift, Shotgun Shells, Health, Rockets
8. Lift
9. Flechette, Rockets, Pentagram of Protection
10. Flechette
11. Megahealth
12. Health, Switch to Open 13
- 12a. Shotgun Shells, Health
13. Yellow Armor, Flechettes (En Route to 14)
14. Silver Key, Flechettes, Health
15. Health, Exit
16. Secret Area. Flechettes



## Episode 1: Secret Mission Secrets

1. Use the Pentagram, jump into the lava, and swim away from the pyramid toward the rectangle of light.
2. Activate the off-color section of wall on the right as you exit the room.





## Mission 5: Gloom Keep (E1M5)

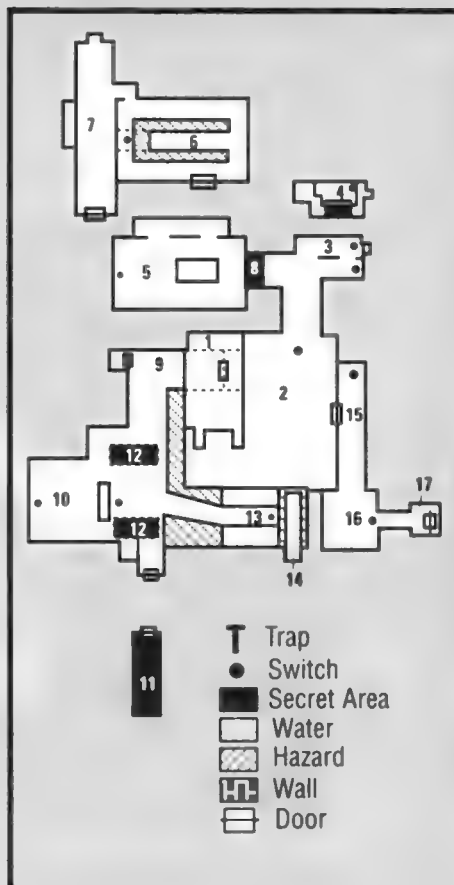
1. Health, Shotgun Shells
2. Secret Area. Flechettes, Megahealth
3. Shotgun Shells, Health, Traps
4. Rocket Launcher, Grenades, Shotgun Shells, Health
5. Shotgun Shells, Trap
6. Trap, Health
7. Health
8. Shotgun Shells, Health, Flechettes
9. Grenades, Flechettes, Health
10. Silver Key
11. Health
12. Health, Flechettes, Supernailgun
13. Secret Area. Yellow Armor
14. Grenades
15. Secret Area. Quad Damage
16. Gold Key, Health, Flechettes, Shotgun Shells
17. Health, Shotgun Shells, Grenades
18. Secret Area. Yellow Armor, Shotgun Shells
19. Silver Key Door, Health, Shotgun Shells, Flechettes
20. Switch
21. Gold Key Door, Shotgun Shells, Health
22. Health, Exit Slipgate
23. Secret Area. Green Armor

## Episode 1: Mission 5 Secrets

1. Go underwater and along the wall to the right of your starting position.
2. Hop up and hit your head on the torch fixture. The room is behind the column.
3. Enter the backside of the teleporter to go to room 3.
4. Run and jump for the lip of the sniper's nest.
5. Shoot the wall opposite the exit teleporter.

## Mission 6: The Door to Chthon (E1M6)

1. Health, Rockets, Shotgun Shells
2. Flechette, Health
3. Health, Rocket Launcher, Switch to Secret Area 4; Switch to Access 6
4. Secret Area. Quad Damage Rune
5. Yellow Armor, Quake Switch; Megahealth, Flechette (accessed from 8)
6. Rockets, Health; Silver Key, Flechette, Shotgun Shells, Slipgate to 2
7. Megahealth, Slipgate to Secret Area 8; Lift to 6
8. Secret Area. Supernailgun, Flechette
9. Health
10. Rockets, Health, Flechettes, Quake Switch, Secret Area Switch, Slipgate to 1
11. Secret Area. Rockets
12. Secret Area. Megahealth
13. Health, Floor Switch to Access Gold Key
14. Gold Key
15. Quake Switch, Shotgun Shells
16. Health, Flechette, Floor Switch
17. Yellow Armor, Mission Exit



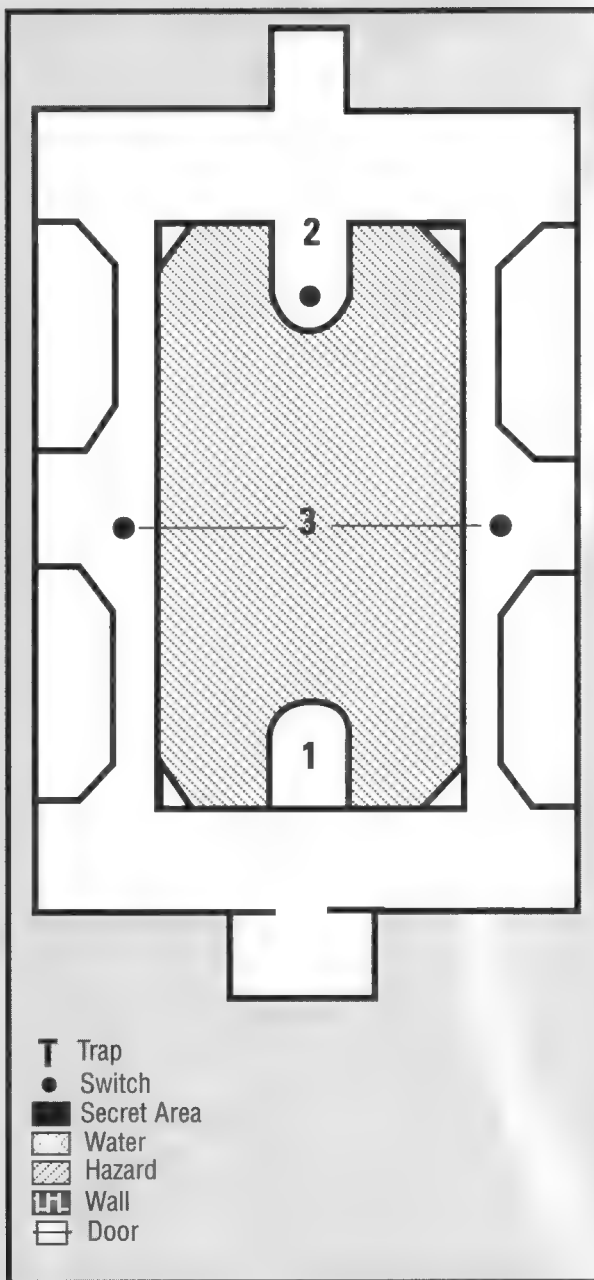
## Episode 1: Mission 6 Secrets

1. Shoot the red quake symbol on the distant wall, ride the lift up, and jump down onto the ledge.
2. Use the secret slipgate behind the moving, spiked wall to get to the ledge where you can jump into the right-hand opening.
3. Hit the Quake switch and then shoot the red switch. Follow the inverting stairs down.
4. After the stairs reassemble go through the slipgate and jump to the other ledge.

## Mission 7: House of Chthon (E1M7)

1. Rune Key
2. Arc Switch
3. Prong Switches (2)

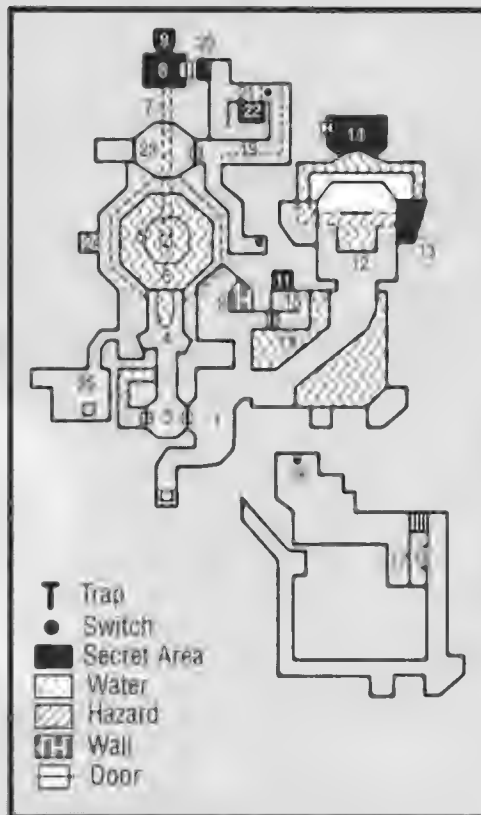
This mission has no secrets. To kill the boss stay on the upper tier and press the arc prongs at both # 1 locations. When both are set, throw the switch at 2. Do this three times and the boss dies. Watch out for the dying monster's last gasp.





## Mission 1: The Installation (E2M1)

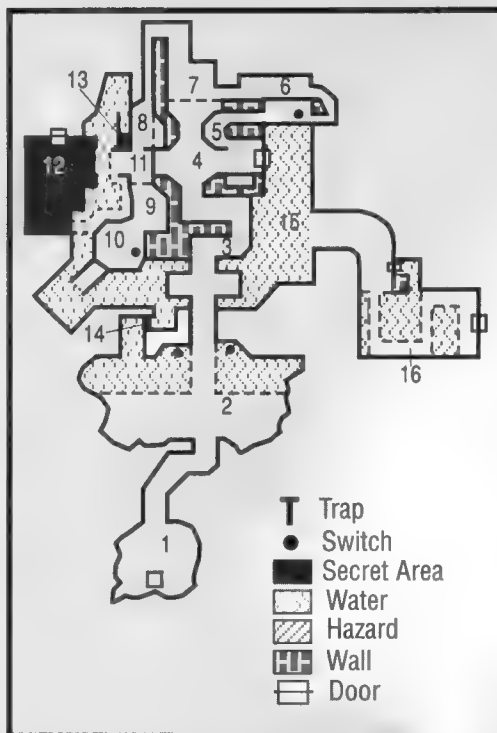
1. Shotgun Shells, Health
2. Health, Gold Door
3. Silver Keycard
4. Shotgun Shells
5. Megahealth
6. Underwater Gazebo, Switch
7. Biosuit, Switch
8. Secret Area. Flechettes, Health, Shotgun Shells, Grenades, Grenade Launcher
9. Secret Area. Pentagram of Protection
10. Shotgun Shells, Health, Green Armor, Flechettes
11. Secret Area. Red Armor
12. Flechettes, Health, Gold Keycard
13. Secret Area. Megahealth
14. Secret Area. Health, Shotgun Shells
15. Nailgun, Flechettes, Health
16. Flechettes, Shotgun Shells
17. Green Armor
18. Health
19. Switch
20. Secret Area. Shotgun Shells, Quad Damage rune
21. Health, Shotgun Shells
22. Secret Area. Yellow Armor
23. Double-barreled Shotgun
24. Health, Shotgun Shells, Flechettes
25. Health, Flechettes, Sligpate



## Episode 2: Mission 1 Secrets

1. Shoot the underwater grate in the octagon pool and follow the tunnel.
2. Shoot the switch at the juncture in the tunnel to open the door to room 2.

3. Swim to the corner of the pool and surface into the hidden room.
4. Jump up the steps into the camouflaged room.
5. Enter the water and swim through either tunnel you find.
6. Shoot the wall to the left in the alcove behind the elevator.
7. From the upper level find the bars wide enough to jump through.



## Mission 2: The Ogre Citadel (E2M2)

1. Shotgun Shells, Health
2. Shotgun Shells, Green Armor
3. Grenades, Shotgun Shells, Double-barreled Shotgun, Health
4. Health, Shotgun Shells, Gold Door
5. Ogre Trap
6. Shotgun Shells, Floor Switch
7. Nailgun, Quad Damage Rune
8. Health, Flechettes
9. Switch, Health, Shotgun Shells
10. Health, Flechettes
11. Yellow Armor
12. Secret Area. Megahealth
13. Secret Area. Grenade Launcher
14. Secret Area. Megahealth
15. Shotgun Shells, Health
16. Mission End

## Episode 2: Mission 2 Secrets

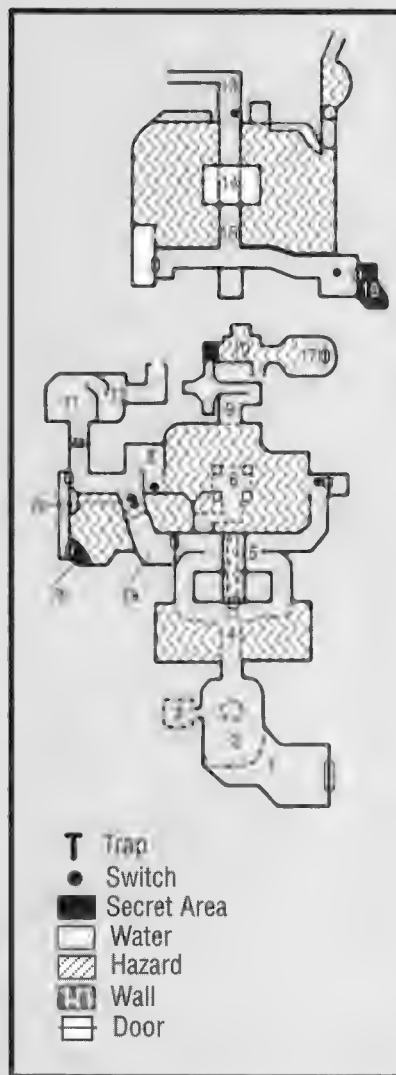
1. Hop out the window and follow the narrow ledge to the entrance.
2. This is easy. Just wade through the water until you get to there.
3. Under the archway is the opening for this secret place.

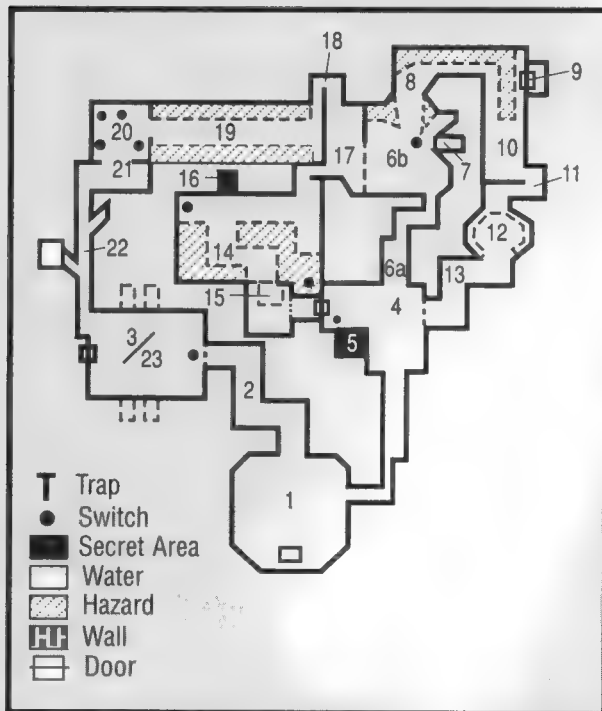
## Mission 3: The Crypt of Decay (E2M3)

1. Nailgun, Health, Flechettes
2. Health, Shotgun Shells
3. Flechettes
4. Green Armor
5. Shotgun Shells, Health, Switch
6. Shotgun Shells, Nailgun, Switch
- 7a. Flechettes, Health, Gold Door, Switch
- 7b. Secret Area, Grenades
- 7c. Secret Area, Red Armor
8. Shotgun Shells
9. Spiked Doorway, Shotgun Shells, Grenades, Grenade Launcher, Gold Key
10. Secret Area, Megahealth, Yellow Armor
11. Supernailgun
12. Health
13. Nail trap, Switch
14. Health, Grenades, Quad Damage Rune
15. Health, Grenades, Flechettes, Switch
16. Secret Area, Flechettes, Megahealth, Switch
17. Teleporter to Secret Level: The Underearth

## Episode 2: Mission 3 Secrets

1. Bombing the zombies on the ledge opens a door to the hallway behind.
2. Swim under the bridge and look for the entrance in the support walls.
3. Shoot the right wall of the gold key room.
4. Shoot the overhead switch to open a passageway through the boxes.
5. Activate the switch in room 4, return to room 3, and go through the underwater panel to a secret mission.





## Secret Mission: The Underearth (E2M7)

1. Shotgun Shells, Health, Flechettes
2. Flechettes, Health
3. Grenades, Shotgun Shells, Flechettes, Health
4. Flechettes, Health, Shotgun Shells, Gold Door, Grenade
5. Secret Area. Quad Damage Rune
- 6a. Grenade Launcher, Grenades, Flechettes, Shotgun Shells
- 6b. Shotgun Shells, Health
7. Shotgun Shells, Green Armor
8. Flechettes, Shotgun Shells, Megahealth
9. Flechettes, Health
10. Shotgun Shells
11. Health, Shotgun Shells
12. Flechettes, Health, Shotgun Shells
13. Shotgun Shells, Health, Gold Key
14. Flechettes, Shotgun Shells, Health
15. Flechettes, Biosuit
16. Secret Area. Red Armor
17. Shotgun Shells, Health
18. Shotgun Shells, Flechettes, Health
19. Flechettes
20. Shotgun Shells, Health
21. Health, Shotgun Shells
22. Health, Flechettes
23. Health, Grenades

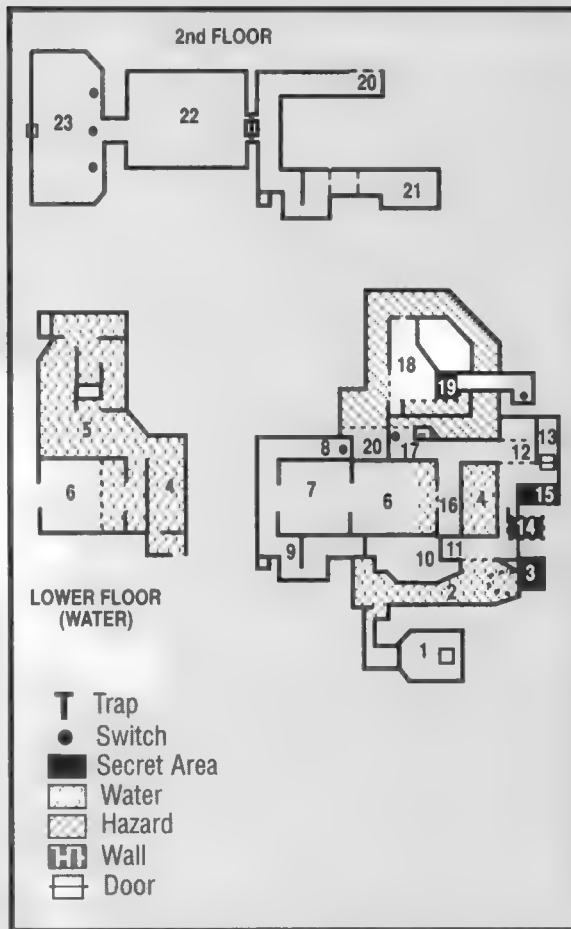
## Episode 2: Secret Mission Secrets

1. To the left of the gold door, push the protruding brick.
2. Get the biosuit in the hidden room underneath the small landing and go across the slime to the underwater sinkhole on the other side.



## Mission 4: The Ebon Fortress (E3M4)

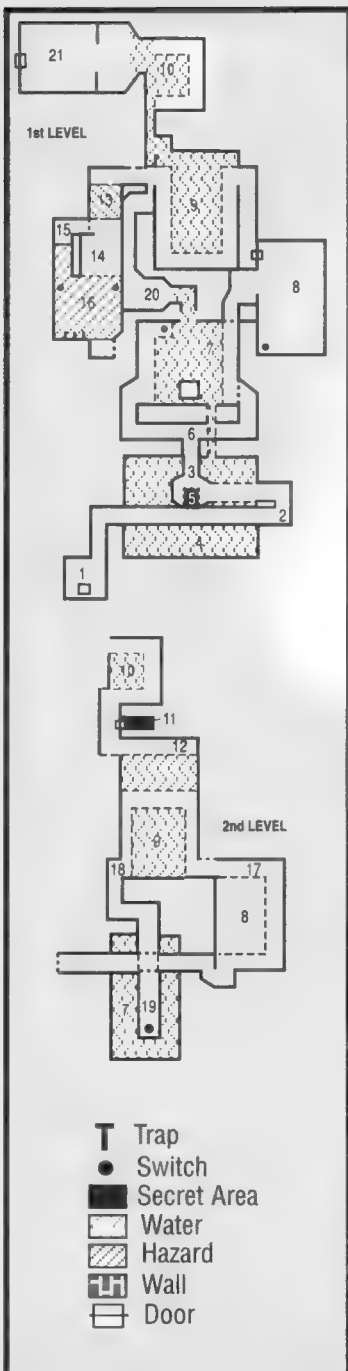
1. Shotgun Shells, Health, Flechettes
2. Health, Shotgun Shells, Grenades, Flechettes, Supernailgun, Nailgun
3. Secret Area. Shotgun Shells, Flechettes, Yellow Armor, Quad Damage Rune
4. Ogre and Scrag Ambush
5. Health, Grenades, Yellow Armor, Gold Key
6. Grenades, Health
7. Rocket Launcher, Health, Shotgun Shells, Green Armor
8. Health
9. Health
10. Health, Grenades, Flechettes
11. Health
12. Health, Flechettes, Grenades, Gold Door
13. Yellow Armor, Flechettes
14. Secret Area. Megahealth, Grenades
15. Secret Area. Pentagram of Protection
16. Shotgun Shells, Health
17. Switch
18. Shotgun Shells, Health, Silver Key, Green Armor
19. Secret Area. Biosuit, Red Armor (Quad Damage Rune)
20. Health, Ledge Trigger
21. Flechettes, Megahealth, Quad Damage Rune
22. Health, Grenades, Shotgun Shells
23. Health, Shotgun Shells, Switches



## Episode 2: Mission 4 Secrets

1. Walk along the right wall away from the zombie's platform until find a sinkhole.
2. Shooting the stair's inner wall reveals a secret area beneath the staircase.
3. At the top of the stairs to the left is a barely visible wooden door which opens when shot.
4. Swim along the narrow trough of slime until it ends at an underwater room.

## Mission 5: The Wizard's Manse (E2M5)



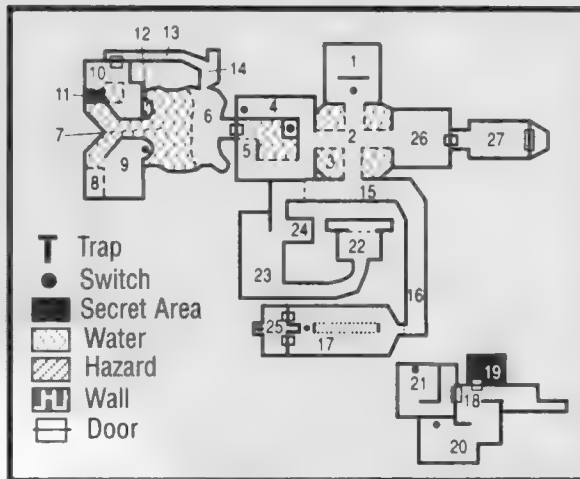
1. Shotgun Shells, Health
2. Rocket Launcher
3. Shotgun Shells
4. Flechettes
5. Secret Area. Shotgun Shells
6. Flechettes, Health
7. Shotgun Shells, Flechettes, Health
8. Flechettes, Health, Shotgun Shells, Red Armor
9. Shotgun Shells
10. Grenades, Flechettes, Quad Damage Rune
11. Secret Area. Red Armor, Quad Damage Rune
12. Health, Grenades, Gold Key
13. Shotgun Shells, Megahealth
14. Thunderbolt, Cells Blossuit Grenades
15. Health, Flechettes
16. Shotgun Shells
17. Shotgun Shells, Flechettes
18. Shotgun Shells, Health
19. Health, Switch
20. Health
21. Health, Grenades, Exit

## Episode 2: Mission 5 Secrets

1. Search underwater until you find a lift into one of the large columns.
2. Before the exit, shoot the wall panel at the top of the stairs without ornamentation.

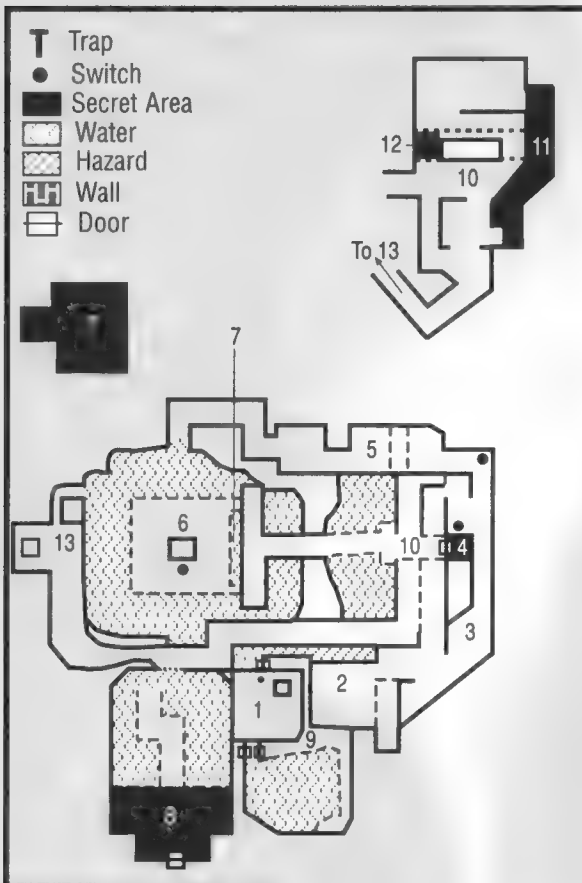
## Mission 6: The Dismal Oubliette (E2M6)

1. Box Switch, Shotgun Shells, Health, Green Armor
2. Shotgun Shells, Green Armor, Flechettes
3. Health, Yellow Armor
4. Health, Flechettes
5. Grenades, Health
6. Grenades, Cells, Health, Shotgun Shells
7. Shotgun Shells, Health
8. Ledge Ascent
9. Health, Flechettes, Grenades
10. Shotgun Shells
11. Secret Area. Quad Damage Rune
12. Grenades, Box Switch
13. Health
14. Shotgun Shells, Flechettes
15. Cells, Yellow Armor, Flechettes
16. Shotgun Shells, Flechettes
17. Health, Gold Door
18. Health, Shotgun Shells
19. Secret Area. Flechettes, Grenades, Megahealth, Pentagram of Protection
20. Flechettes
21. Shotgun Shells, Health
22. Thunderbolt, Flechettes
23. Flechettes, Health
24. Gold Key, Flechettes
25. Cells, Health, Grenades, Shotgun Shells
26. Yellow Armor, Megahealth, Flechettes, Grenades, Cells
27. Flechettes, Health, Rune Key



## Episode 2: Mission 6 Secrets

1. Jump into the water and turn around to see an alcove underneath the ledge.
2. Shoot the wall to the right of the barred ogre room.



## Mission 1: Termination Central (E3M1)

1. Health, Double-barreled Shotgun, Shotgun Shells
2. Shotgun Shells, Green Armor
3. Shotgun Shells, Nailgun, Flechette
4. Secret Area. Red Armor
5. Health, Yellow Armor, Shotgun Shells
6. Quad Damage Rune, Rockets, Flechette
7. Secret Area. Rockets, Yellow Armor, Health
8. Secret Area. Health, Rockets, Flechette
9. Green Armor, Megahealth
10. Health, Gold Keycard
11. Secret Area. Megahealth
12. Secret Area. Quad Damage Rune
13. Exit. Health, Shotgun Shells

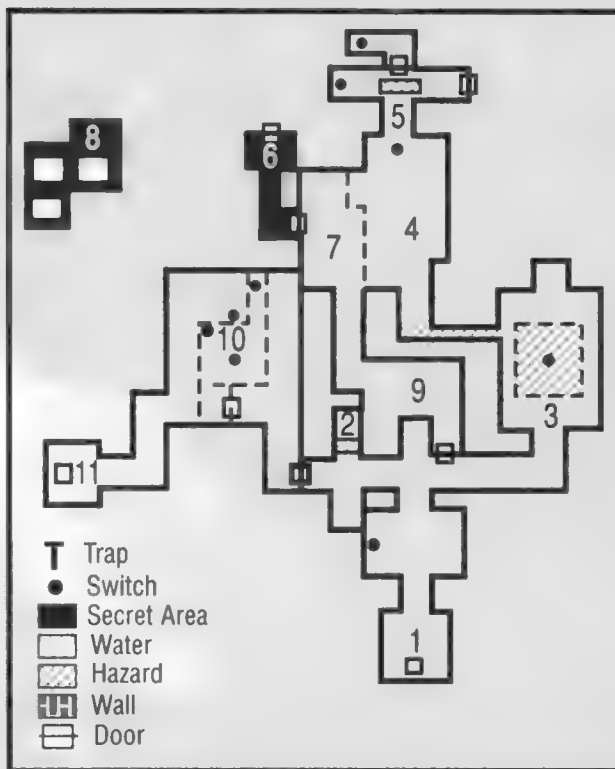
## Episode 3: Mission 1 Secrets

1. At the fork in the hallways go left and down. Shoot the catwalk shadows on the right.
2. Jump from the large platform onto the hidden ledge between the two foot bridges.
3. With your back to the switch, jump into the slime, and swim through the tunnel.
4. Climb the stacked crates and from the top shoot the wall where it touches the crates.
5. There is a space between the bars and the wall where you can pass to the quad damage.



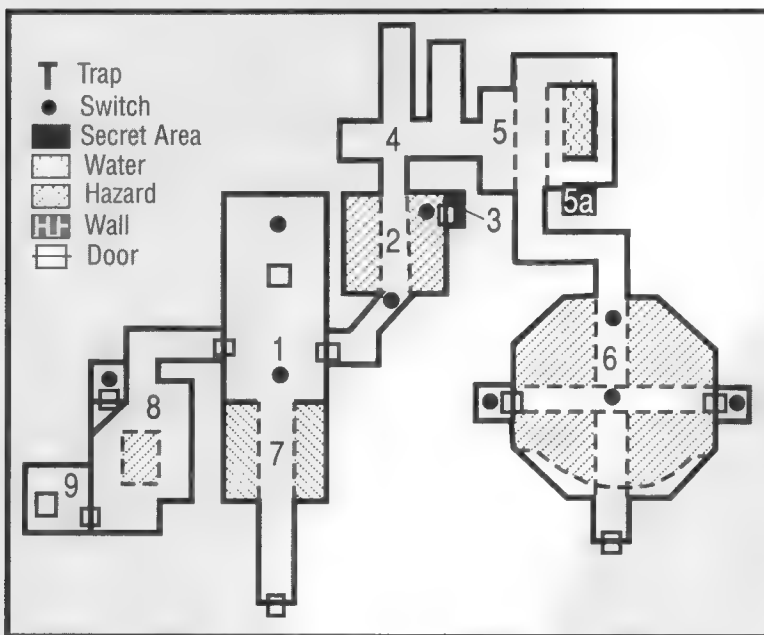
## Mission 2: The Vaults of Zin (E3M2)

1. Health, Rockets
2. Grenade Launcher, Megahealth
3. Health, Flechettes, Quad Damage  
Rune, Rockets, Yellow Armor
4. Health, Flechette
5. Rockets, Health, Shotgun Shells,  
Flechette
6. Secret Area. Ring of Shadows
7. Quake Switch
8. Secret Area. Shotgun Shells,  
Rockets, Health
9. Silver Key, Rockets, Flechette,  
Health
10. Shotgun Shells, Health, Flechette,  
Zombie/Scrag/Shambler trap. Gold  
Key, Rockets, Double-barreled  
Shotgun
11. End. Health



## Episode 3: Mission 2 Secrets

1. Leap across the pit, turn around, and leap down and across the lava.
2. Shoot the wall to the right of the crucifix artwork and jump through the opening.
3. Shoot the off-color wall section opposite the quake switch in the room with bell-shaped torch recesses.



## Mission 3: The Tomb of Terror (E3M3)

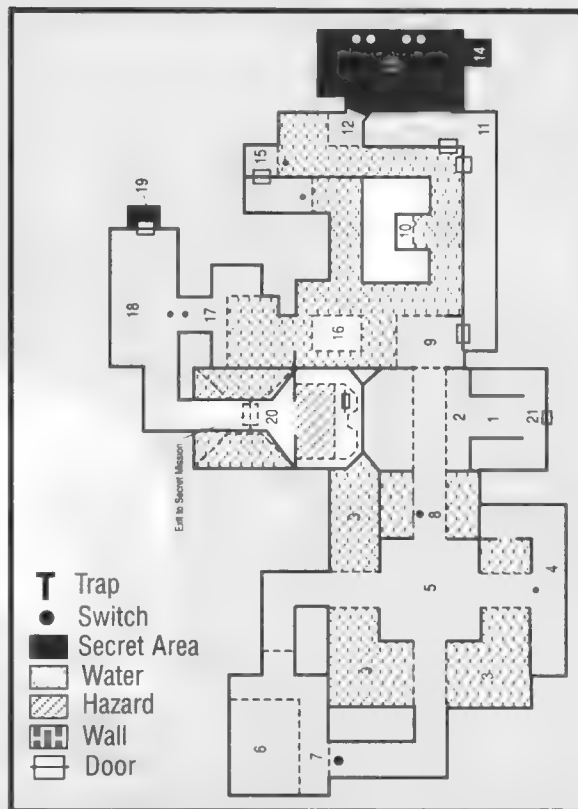
1. Shotgun Shells, Health
2. Yellow Armor, Health
3. Secret Area. Red Armor
4. Supernailgun, Shotgun Shells, Health, Flechette
5. Shotgun Shells, Flechettes, Rockets, Nailgun Trap, Health
- 5a. Secret Area. Megahealth
6. Flechettes, Shotgun Shells, Health, Rockets
7. Megahealth, Nailgun Trap, Flechette, Health, Silver Key
8. Health, Flechettes, Rockets, Shotgun Shells, Switch to Open 9
9. Exit. Health, Green Armor

## Episode 3: Mission 3 Secrets

1. From the lava stairs shoot the quake switch on the upper right wall to open the door below.
2. Dive underwater and swim to the right.

## Mission 4: Satan's Dark Delight (E2M4)

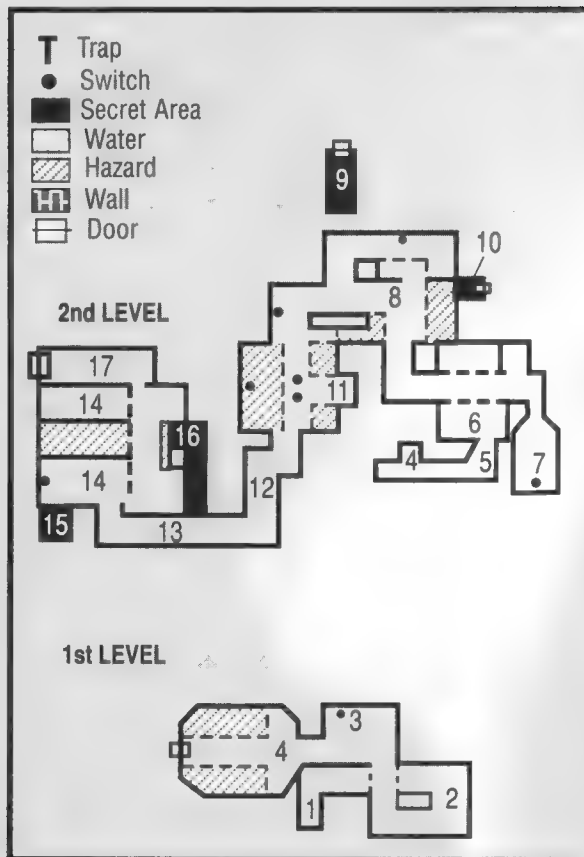
1. Health
2. Flechette, Health
3. Flechette, Health, Rockets, Yellow Armor, Shotgun Shells
4. Flechette, Health
5. Rocket Launcher, Health
6. Cells
7. Secret Area. Flechette, Rockets, Health
8. Supernailgun, Flechette, Health, Shotgun Shells
9. Health
10. Switch
11. Health, Flechette
12. Access to 13 and 14
13. Secret Area. Health, Megahealth, Yellow Armor, Flechettes
14. Secret Area. Pentagram of Protection
15. Shotgun Shells
16. Platform
17. Health, Flechette
18. Health, Rockets
19. Secret Area. Pentagram of Protection
20. Thunderbolt, Health, Access to Secret Mission
21. Exit



## Episode 3: Mission 4 Secrets

1. Shoot the yellow light which is visible from the top of one of the two ramps.
2. Ride the platforms and drop onto the ledge.
3. Shoot all the small, white, wall lights in the room.
4. Shoot the yellow light in the ceiling.
5. Access the secret mission by dropping through the hole underneath the stairway.

## Secret Mission: The Haunted Halls (E3M7)



1. Health, Rockets
2. Rockets, Green Armor
3. Switch
4. Flechette
5. Health
6. Health, Rockets
7. Switch
8. Shotgun Shells, Yellow Armor, Health, Flechette, Rockets
9. Secret Area. Megahealth
10. Secret Area. Quad Damage Rune
11. Health, Flechette
12. Health, Flechette
13. Nail Trap
14. Health
15. Secret Area. Yellow Armor, Quad Damage Rune, Megahealth
16. Secret Area. Flechette, Pentagram of Protection
17. Exit

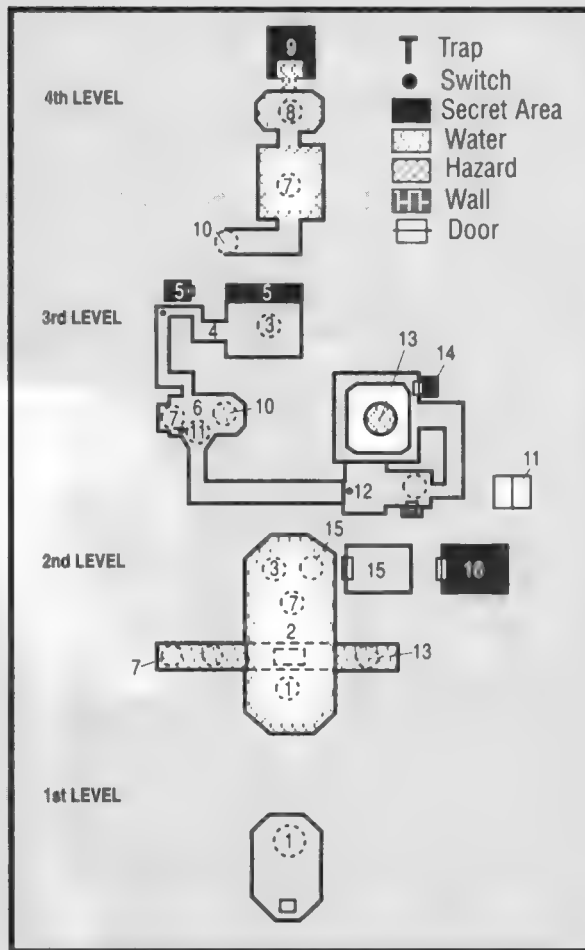
## Episode 3: Secret Mission Secrets

1. Stand on the lift and when it rises, jump off and go under the lift.
2. Shoot the left grate across the lava trough.
3. Shoot the quake switch on the ceiling high above the corner.
4. Jump from the catwalk to the top of the cage.



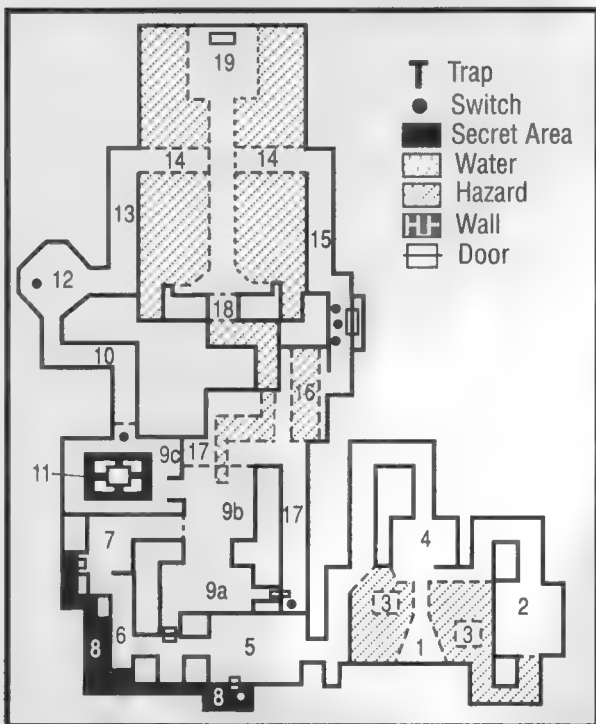
## Mission 5: Wind Tunnels (E3M5)

1. Health, Shotgun Shells, Flechettes
  2. Health, Flechettes, Cell
  3. Health, Flechette, Shotgun Shells, Thunderbolt, Rockets
  4. Health, Shotgun Shells, Flechette
  5. Secret Area. Flechette, Quad Damage Rune, Health
  6. Health, Rockets, Biosuit, Flechette
  7. Shotgun Shells, Flechette, Health, Rockets
  8. Green Armor, Flechettes
  9. Secret Area. Flechettes, Rocket Launcher, Health
  10. Shotgun Shells, Health
  11. Quad Damage Rune, Health
  12. Nail Trap, Cells, Health, Rockets, Flechettes, Green Armor
  13. Health, Flechettes, Shotgun Shells,
  14. Secret Area. Biosuit, Flechette, Health
  15. Exit, Health
  16. Secret Area. Flechettes, Health[1H]
- Mission 5: Wind Tunnels



## Episode 3: Mission 5 Secrets

1. In the corner of the hallway is a hole with a transport to the ledge.
2. Swim under the water, past the tube, and through the arch.
3. Stand opposite the exit hall doorway and shoot the quake switch high on the wall.
4. Shoot the off-color floor panel in front of the mission's exit.



## Mission 6: The Chambers of Torment ( E3M6)

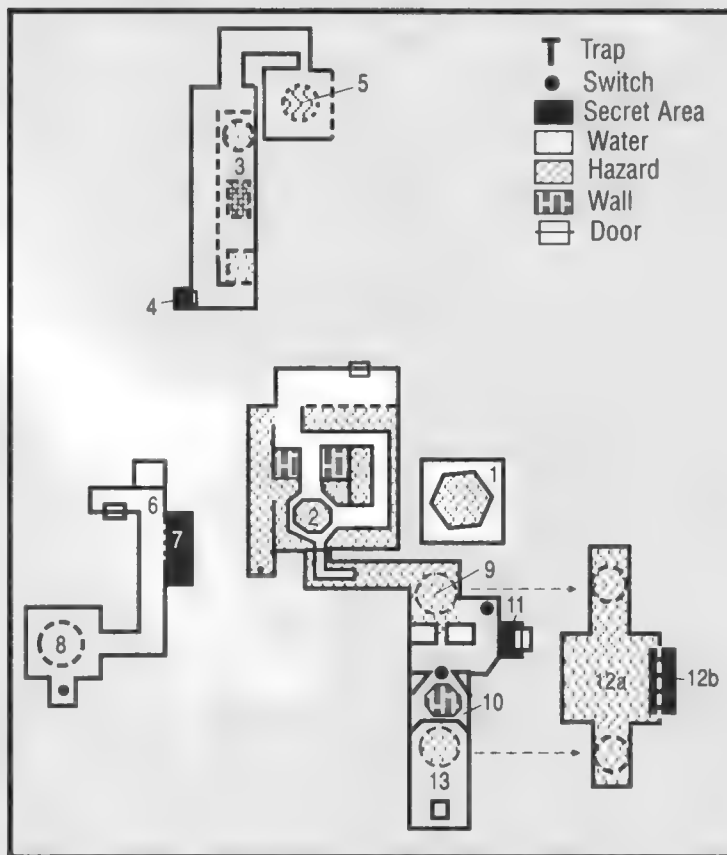
1. Health, Flechette, Shotgun Shells
2. Cells, Rockets, Health, Shotgun Shells
3. Rockets, Health, Red Armor
4. Ring of Shadows, Health, Shotgun Shells
5. Green Armor, Health, Flechette, Silver Key Door
6. Shotgun Shells
7. Flechettes, Health, Silver Key, Quake Switch
8. Secret Area. Yellow Armor, Health, Flechette, Quad Damage Rune
- 9a. Shotgun Shells, Cell
- 9b. Shotgun Shells
- 9c. Rockets, Flechette, Health
10. Flechettes, Shotgun Shells, Health
11. Secret Area. Rockets, Shells, Health
12. Green Armor
13. Rockets, Health, Flechettes, Shotgun Shells
14. Rockets, Cell, Health, Flechette
15. Health, Shotgun Shells, Flechette
16. Shotgun Shells
17. Gold Key, Rockets, Flechettes, Health, Shotgun Shells
18. Health, Flechette, Shotgun Shells
19. Rune Key, Exit

## Episode 3: Mission 6 Secrets

1. Shoot the quake switch on the ceiling near the silver key.
2. Shoot the quake switch on the ceiling above the elevator to raise an arch so you can jump from the elevator to the upper level of the room.

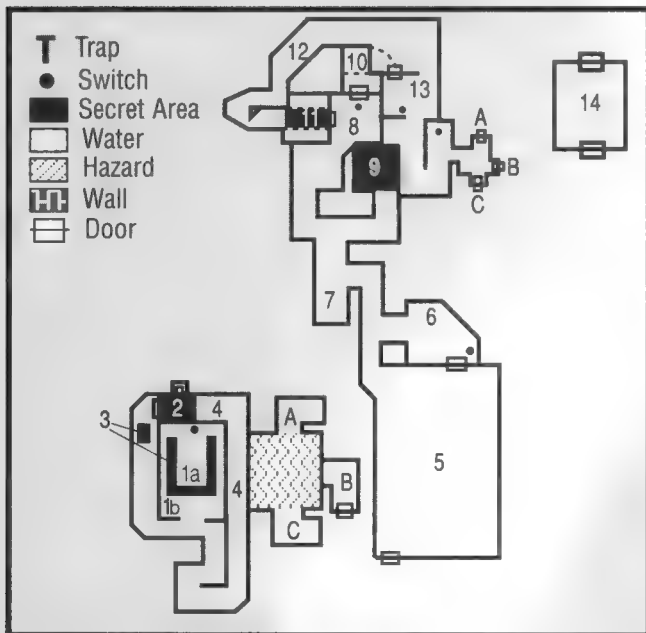
## Mission 1: The Sewage System (E4M1)

1. Shotgun Shells
2. Shotgun Shells, Health
3. Health, Shotgun Shells, Flechettes
4. Secret Area. Quad Damage Rune, Yellow Armor
5. Gold Key, Nailgun, Health, Flechettes, Shotgun Shells
6. Health, Flechettes
7. Secret Area. Quad Damage Rune, Megahealth
8. Shotgun Shells, Health, Flechettes
9. Health, Flechettes
10. Health, Flechettes, Biosuit, switch
11. Secret Area. Flechettes
- 12a. Health
- 12b. Secret Area. Shotgun Shells, Health
13. Flechettes, Slipgate



## Episode 4: Mission 1 Secrets

1. Shoot the wall in the corner with the computer panel.
2. Run to the top of the ramp and jump up so your head hits the light.
3. After climbing the steps, turn around and shoot the switch above the door.
4. When swimming toward the exit room swim to the left wall and surface.



## Mission 2: The Tower of Despair (E4M2)

- 1a. Start: Megahealth, Shotgun Shells
- 1b. Secret Area. Double-barreled Shotgun, Shotgun Shells
2. Secret Area. Flechette, Ring of Shadows
3. Secret Area. Green Armor, Flechette
4. Health, Shotgun Shells
5. Health, Shotgun Shells, Double-barreled Shotgun, Pentagram of Protection, Flechette
6. Health, Shotgun Shells, Switch giving access to Pentagram in 5
7. Quad Damage Rune, Health, Flechette
8. Health, Flechette, Shotgun Shells
9. Secret Area. Megahealth, Health, Flechette, Quad Damage Rune, Yellow Armor, Silver Key, Megahealth
10. Health, Flechette
11. Secret Area. Health, Shotgun Shells
12. Health, Shotgun Shells
13. Flechette
14. End

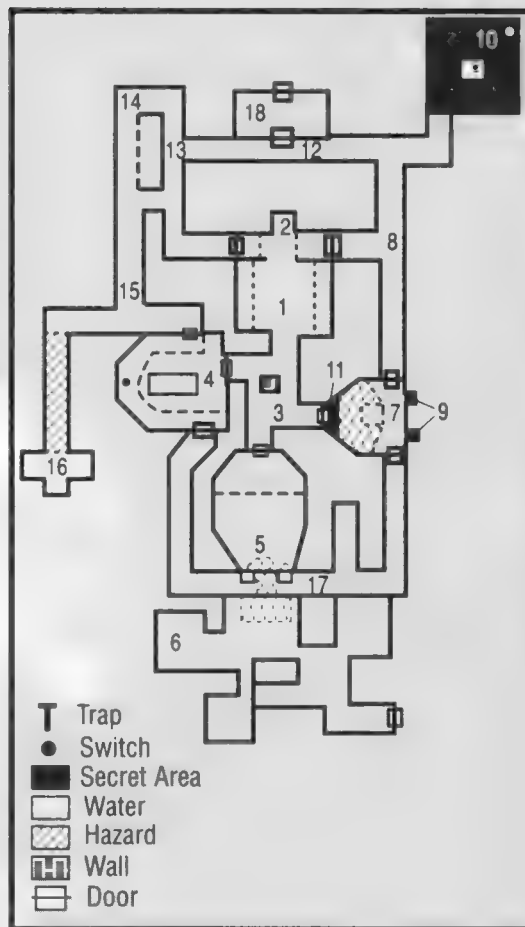
## Episode 4: Mission 2 Secrets

1. Shoot the large red disk.
2. Shoot the off-color patch of wall at the end of the hallway.
3. From inside secret 2, press the sword switch, leave the room and drop into the hole.
4. From the top of the beams jump onto the ledge with the megahealth.
5. Jump on the beams in the red disk room and follow them to the top of the jail bars.



## Mission 3: The Elder God Shrine (E4M3)

1. Health
2. Flechettes, Megahealth
3. Flechettes, Shotgun Shells, Quad Damage Rune
4. Health, Flechettes, Shotgun Shells, Green Armor
5. Health, Flechettes, Shotgun Shells
6. Grenade Launcher, Grenades, Megahealth, Quad Damage Rune
7. Flechettes, Health, Grenades, Quad Damage Rune
8. Grenades
9. Secret Area. Health
10. Secret Area. Green Armor, Shotgun Shells, Grenades, Double-barreled Shotgun, Quad Damage Rune
11. Secret Area. Red Armor, Grenades, Health
12. Grenades
13. Flechettes, Shotgun Shells, Megahealth
14. Grenades, Yellow Armor, Health, Ring of Shadows
15. Shotgun Shells
16. Lava Trap, Grenades, Health, Silver Key
17. Health, Gold Key, Quad Damage Rune
18. Exit



## Episode 4: Mission 3 Secrets

1. Step behind the two stained-glass windows.
2. Press the switch on the wall to lower the floor.
3. Beneath the lift in room 2 is a teleporter which sends you to the platform in room 3.



## Mission 4: The Palace of Hate (E4M4)

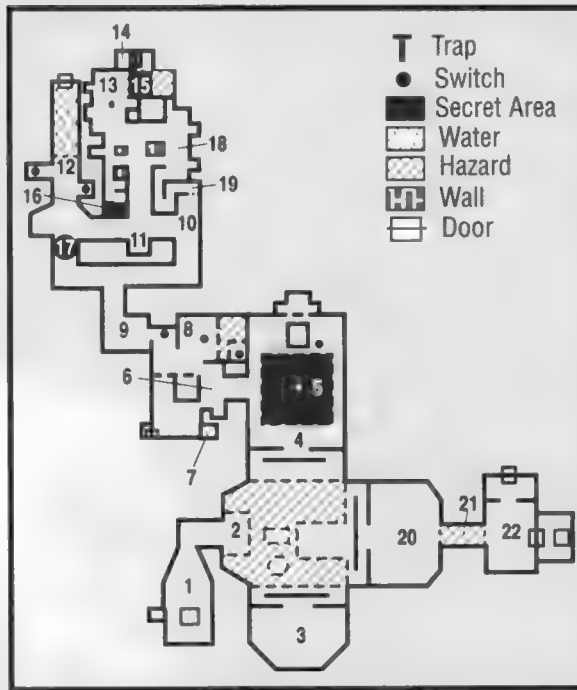
1. Megahealth, Double-barreled Shotgun, Shotgun Shells
2. Health, Shotgun Shells, Flechettes
3. Secret Area. Pentagram of Protection, Flechette
4. Secret Area. Grenade Launcher, Healing Pool, Shotgun Shells, Flechettes, Rockets, Health
5. Shotgun Shells, Flechette, Health, (you can acquire the Supernailgun in 11 from here)
6. Secret Area. Red Armor
7. Flechettes, Health, Shotgun Shells, Green Armor
8. Shotgun shells, Health, Nailgun, Flechettes
9. Secret Area. Quad Damage Rune
10. Grenade Launcher, Ring of Shadows
11. Rockets, Megahealth, Health, Flechettes, Supernailgun
12. Silver Key, Pentagram of Protection, Health, Shotgun Shells
- 12a. Secret Area. Ring of Shadows, Health
13. Flechette, Rockets, Health, Shotgun Shells
14. Green Armor, Health, Flechettes, Shotgun Shells, Rockets
15. End, Flechette, Green Armor

## Episode 4: Mission 4 Secrets

1. Shoot the sun / sword switch at the crest of the arch.
2. The small pool miraculously heals you.
3. Turn right toward the light in the black hallway. Then go under the lift and down the hall.
4. Take the left platform up and jump down into the room on the other side of the lift.
5. Use a grenade or rocket in the hole to blast you up into the teleporter.

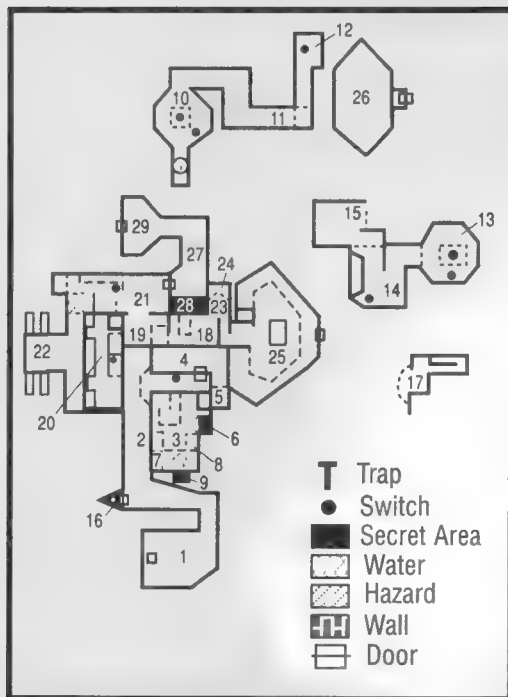
## Mission 5: Hell's Atrium (E4M5)

1. Megahealth, Flechettes
2. Flechettes, Grenades
3. Gold Key, Flechettes, Grenades, Health
4. Health, Shotgun Shells
5. Secret Area. Health, Megahealth, Cells, Flechettes, Quad Damage Rune
6. Supernailgun, Grenades, Flechettes, Health
7. Megahealth, Grenades, Ring of Shadows
8. Pentagram of Protection
9. Ring of Shadows, Quad Damage Rune, Grenades, Health
10. Health, Flechettes
11. Health, Flechettes, Grenades, Shotgun Shells, Thunderbolt
12. Grenades, Flechettes, Green Armor, Cells, Quad Damage Rune
13. Flechettes, Grenades, Quad Damage Rune
14. Lift
15. Secret Area. Cells, Yellow Armor, Pentagram of Protection
16. Secret Area. Cells, Health
17. Secret Area. Cells
18. Flechettes, Health, Grenades
19. Cells, Health, Silver Key
20. Health, Ring of Shadows, Grenades, Green Armor, Quad Damage Rune
21. Flechettes, Lava Leap
22. Silver Key door; Entrance to Secret Mission: The Nameless City



## Episode 4: Mission 5 Secrets

1. Stand on the platform and shoot the switch on the upper left wall of the secret area.
2. Stand on the floor plate, shoot the right wall of the revealed alcove, take the lift, and jump into the slime pool.
3. Follow the ledge of the rooms around until you reach this secret area.
4. From secret area 3 jump to the rafters and then from rafter to rafter.
5. The teleport behind the silver key door leads to the Nameless City secret mission.



## Secret Mission: The Nameless City (E4M8)

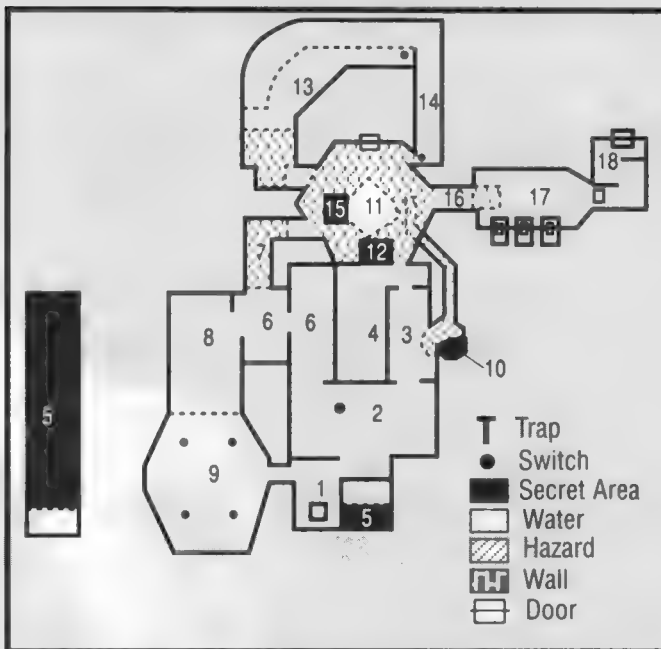
1. Health, Megahealth, Shotgun Shells, Cells
2. Health, Flechettes
3. Shotgun Shells, Health
4. Health, Grenades
5. Health
6. Secret Area. Red Armor
7. Health, Shotgun Shells
8. Health, Flechettes, Cells, Shotgun Shells
9. Secret Area. Health, Cells, Quad Damage Rune
10. Green Armor, Shotgun Shells
11. Shotgun Shells, Cells
12. Flechettes, Health, Grenades
13. Health
14. Health, Grenades
15. Gold Key
16. Secret Area. Flechettes, Health
17. Shotgun Shells, Health
18. Ogre's Ledge
19. Vore Ambush
20. Shotgun Shells, Grenades, Flechettes, Pentagon of Protection
21. Silver Door, Health
22. Green Armor, Shotgun Shells, Health, Flechettes, Grenades, Thunderbolt
23. Health
24. Fiend Ambush
25. Health, Shotgun Shells, Flechettes, Cells, Quad Damage rune
26. Silver Key, Health, Shotgun Shells, Flechettes, Grenades
27. Flechettes, Shotgun Shells
28. Secret Area. Megahealth
29. Grenades, Mission Exit

## Episode 4: Secret Mission Secrets

1. Jump down the half-circle hole onto the ledge.
2. Jump down the hole at an angle to land on the recessed ledge below.
3. Get the gold key and use it to open the door.
4. The triangular section of grate is large enough to drop through to the room below.

## Mission 6: The Pain Maze (E4M6)

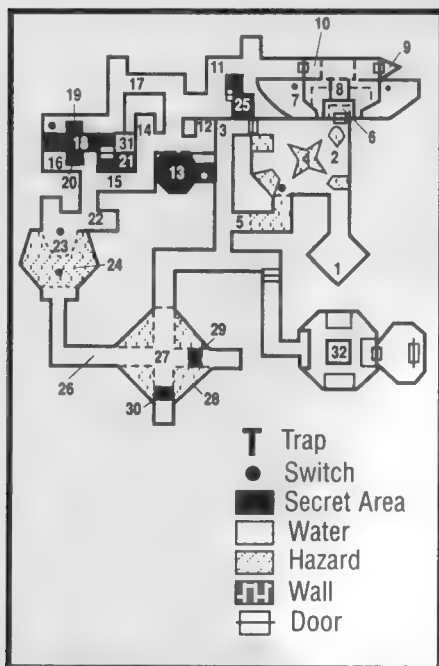
1. Quad Damage Rune, Megahealth
2. Shotgun Shells, Health, Cells
3. Water pool, Fiend/Spawn trap
4. Health, Flechettes, Shotgun Shells, Cells, Unholy Altar, Silver Key
5. Secret Area. Flechette, Cell Rockets
6. Green Armor, Cell; Flechette, Rockets
7. Health, Flechette
8. Trap; Shotgun Shells, Rockets, Health, Cell, 4-Switch Sequence
9. Gold Key
10. Secret Area. Thunderbolt, Health, Biosuit, Rockets
11. (Below Water) Flechette, Biosuit, Ring of Shadows, Shotgun Shells, Health, Cells; (Above Water) Rockets, Flechettes, Shotgun Shells, Quad Damage Rune; Rocket Launcher (acquired from 14)
12. Secret Area. Red Armor, Cell
13. Shotgun Shells, Flechette, Health, Yellow Armor; Rockets, Ring of Shadows
14. Rockets, Biosuit
15. Secret Area. Pentagram of Protection, Rockets, Cells
16. Flechette, Rockets
17. Quad Damage Rune, Flechette, Health, Shotgun Shells, Cell, Unholy Altar, Megahealth
18. End



## Episode 4: Mission 6 Secrets

1. Press the protruding switch on one of the pillars in the room.
2. As you swim down the ramp, look up, and surface in a secret area.
3. Shooting the dome causes a portion of a wooden beam to rise.
4. Shoot the off-colored, underwater wall of the central platform.





## Mission 7: Azure Agony (E4M7)

1. Megahealth
2. Health
3. Flechettes
4. Grenades, Flechettes, Health, Cells, Yellow Armor
5. Flechettes
6. Grenades
7. Flechettes, Cells
8. Quad Damage Rune, Health
9. Shotgun Shells, Flechettes, Health, Ring of Shadows, Cells
10. Green Armor
11. Flechettes, Grenades, Shotgun Shells, Health, Biosuit
12. Health, Quad Damage Rune

13. Secret Area. Red Armor, Grenades, Cells, Flechettes
14. Flechettes
15. Flechettes, Health
16. Health, Shotgun Shells, Flechettes, Switch
17. Flechettes
18. Secret Area. Health, Grenades, Cells, Flechettes, Shotgun Shells, Ring of Shadows
19. Secret Area. Grenades
20. Secret Area. Grenades
21. Secret Area. Cells, Health, Quad Damage Rune
22. Shotgun Shells
23. Ceiling Switch
24. Health, Quad Damage Rune, Switch
25. Secret Area. Cells, Grenades
26. Vore
27. Silver Key, Pentagram of Protection, Quad Damage Rune
28. Flechettes, Health, Grenades
29. Secret Area. Grenades
30. Secret Area. Teleporter
31. Secret Area. Megahealth
32. Megahealth, Quad Damage Rune, Cells, Rune Key

## Episode 4: Mission 7 Secrets

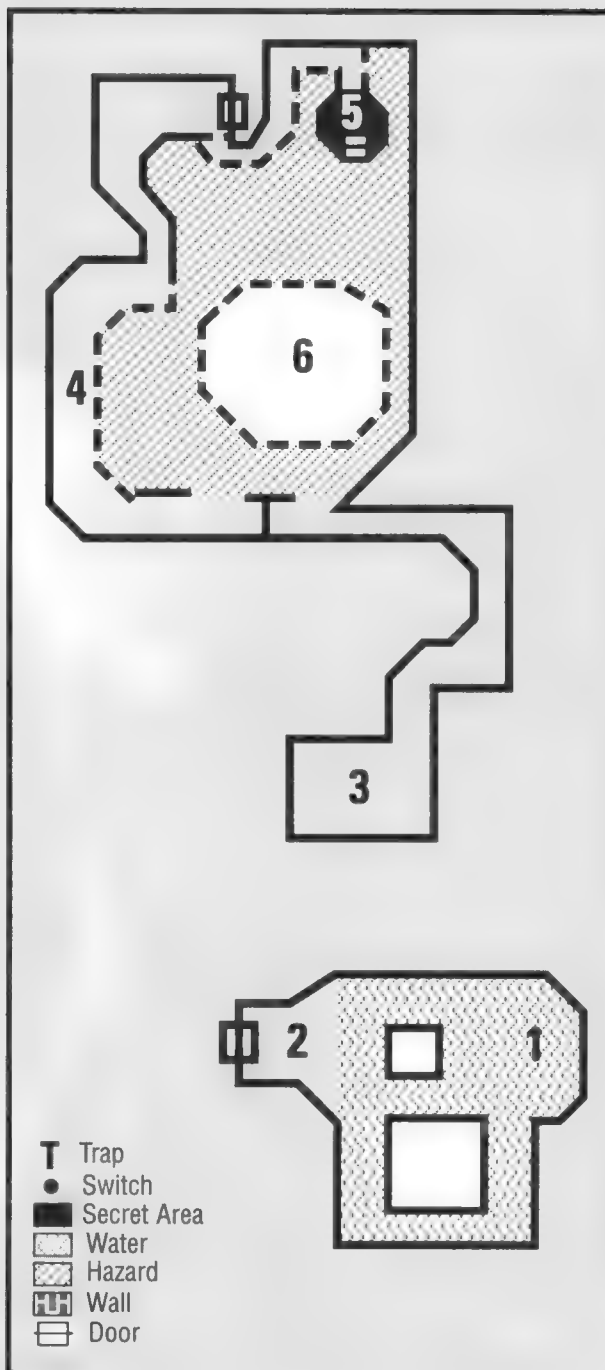
1. Use the second teleporter in the nearby slime pit.
2. Shoot the switch underneath the stairs.
3. Shoot the well-light area on either wall.
4. Shoot the wall where you can see a hidden space across the wall's top edge.
5. Shoot the quad switch under the platform to open up the secret area.
6. Shoot the bridge support directly underneath where you found the Pentagram.
7. Shoot the bridge support on the bridge clockwise from the first secret.
8. Within this second bridge support alcove is a secret teleport.

## End: Shub-Niggurath's Pit At-a-Glance

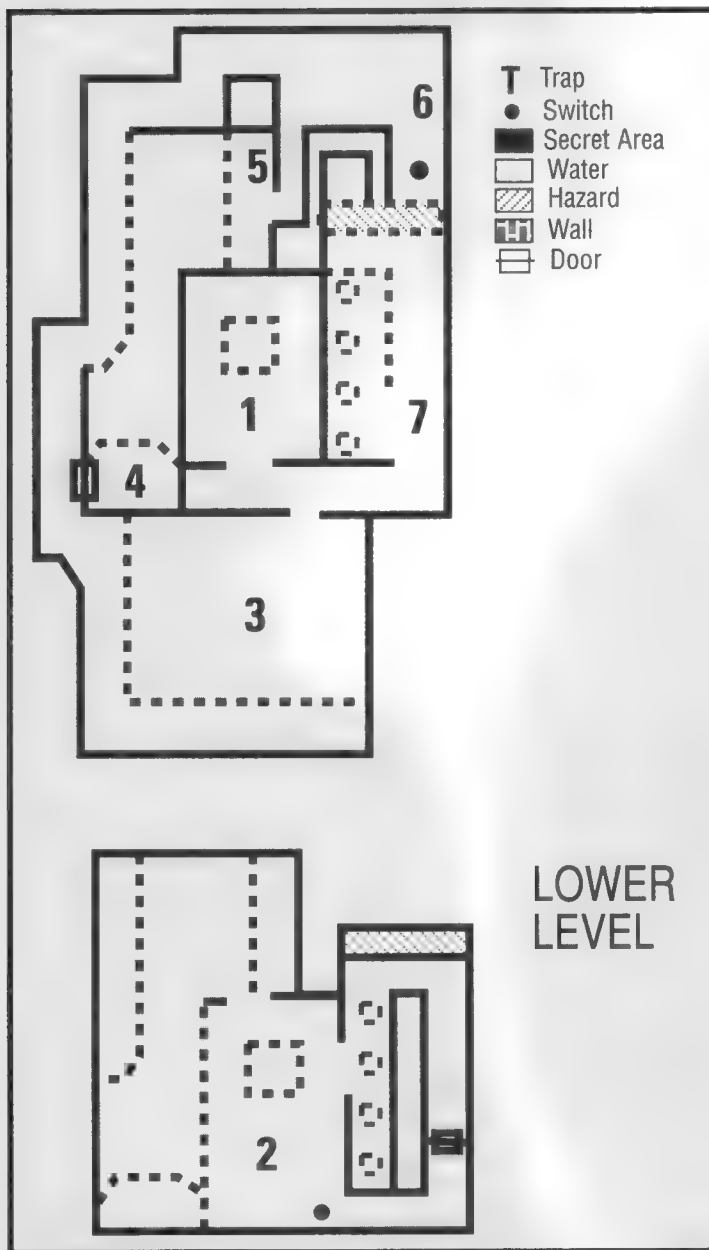
1. Shotgun Shells, Thunderbolt
2. Rockets, Shotgun Shells, Health, Double-barreled Shotgun, Flechette, Cells
3. Health, Rockets, Rocket Launcher, Supernailgun, Nailgun, Grenade Launcher, Flechette, Spiketraps
4. Flechettes, Cells, Health, Nailgun trap, Rockets

## End Secrets

1. Jump down onto the thin ledge to the right of the sligate and follow it.



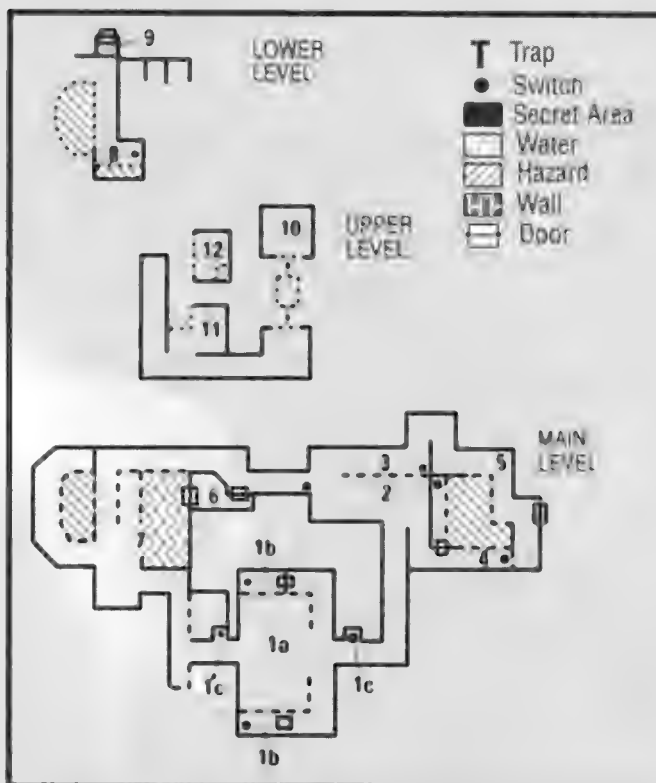
## Deathmatch 1: Place of Two Deaths At-a-Glance (DM1)

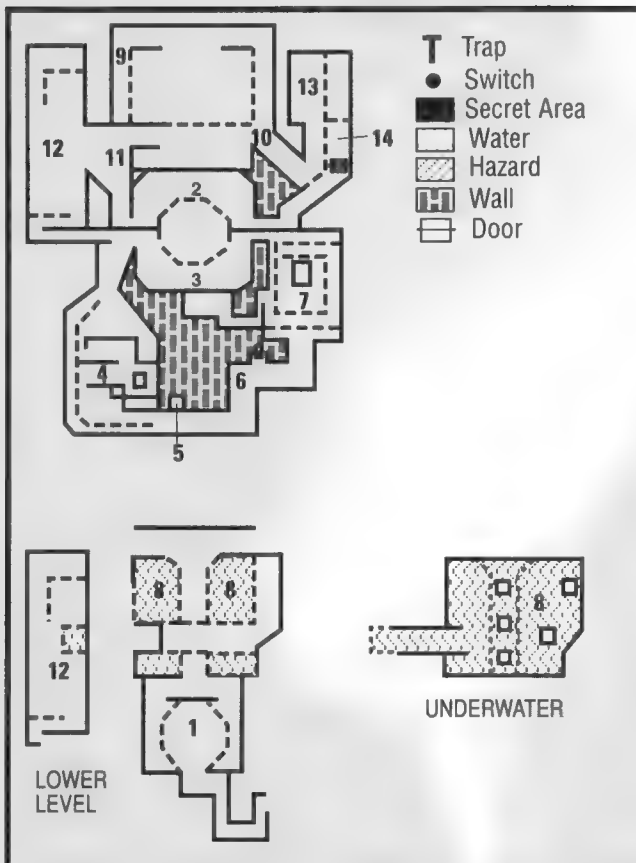


1. Double-barreled Shotgun, Shotgun Shells, Health
2. Green Armor, Flechettes, Switch, Shotgun Shells, Health, Teleporter to 1.
3. Nailgun, Grenades, Shotgun Shells, Health
4. Megahealth (Secret Door)
5. Grenade Launcher
6. Nailgun, Flechettes, Shotgun Shells, Switch for Yellow Armor in 7.
7. Yellow Armor

## Deathmatch 2: Claustrophobopolis At-a-Glance (DM2)

- 1a. Lava Pool Room
- 1b. Yellow Armor, Switches to open Lava Pool
- 1c. Switches to Crushers in Yellow Armor rooms
2. Rocket Launcher, Flechettes, Health
3. First/Third Switch in Red Armor Sequence
4. Second Switch in Red Armor Sequence
5. Double-barreled Shotgun, Red Armor, Megahealth, Grenades, Teleporter to 1.
6. Red Armor (Turn and shoot Switch after riding lift up; door opens. Press against wall for exit to 7.)
7. Nailgun, Flechettes, Health
8. Grenades, Switch opens 9.
9. Yellow Armor, Teleporter to Moving Platform
10. Grenade Launcher, Grenades, Megahealth
11. Rocket Launcher, Grenades (Accessed through 9)
12. Quad Damage Rune, Health (Accessed from 9)





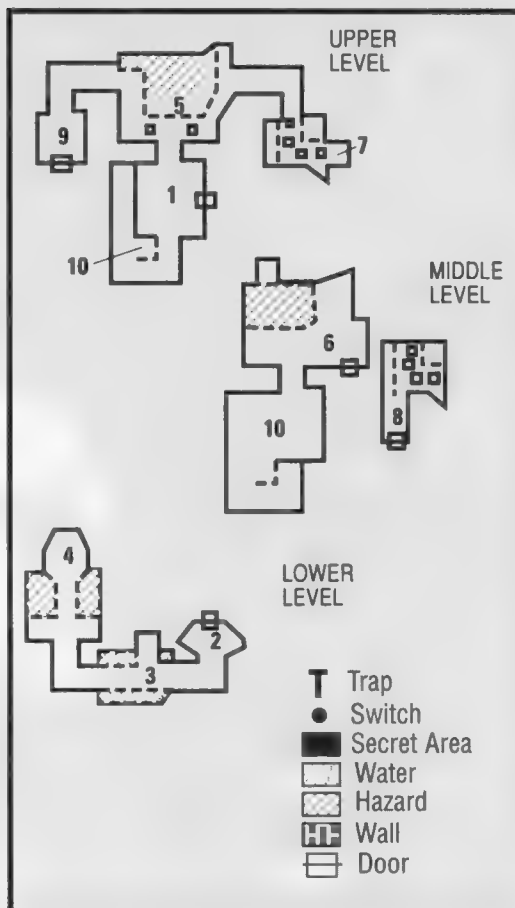
## Deathmatch 3: The Abandoned Base At-a-Glance (DM3)

1. Megahealth
2. Quad Damage Rune, Grenades, Shotgun Shells, Flechettes
3. Ring of Shadows, Grenades, Shotgun Shells, Flechettes
4. Supernailgun, Flechettes, Grenades, Shotgun Shells, Cells, Health
5. Megahealth
6. Health, Flechettes, Teleporter to 3
7. Grenades, Nailgun, Shotgun Shells, Flechettes, Red Armor, Access to 3 and 1.
8. Thunderbolt, Cells, Flechettes, Grenades, Underwater Tunnel to 11.
9. Rocket Launcher, Flechettes
10. Shotgun Shells
11. Arrive from 14
12. Pentagram of Protection, Megahealth, Underwater Tunnel to 8, Lifts to 3
13. Double-barreled Shotgun, Health, Grenades
14. Yellow Armor, Teleporter to 11, Access to 2

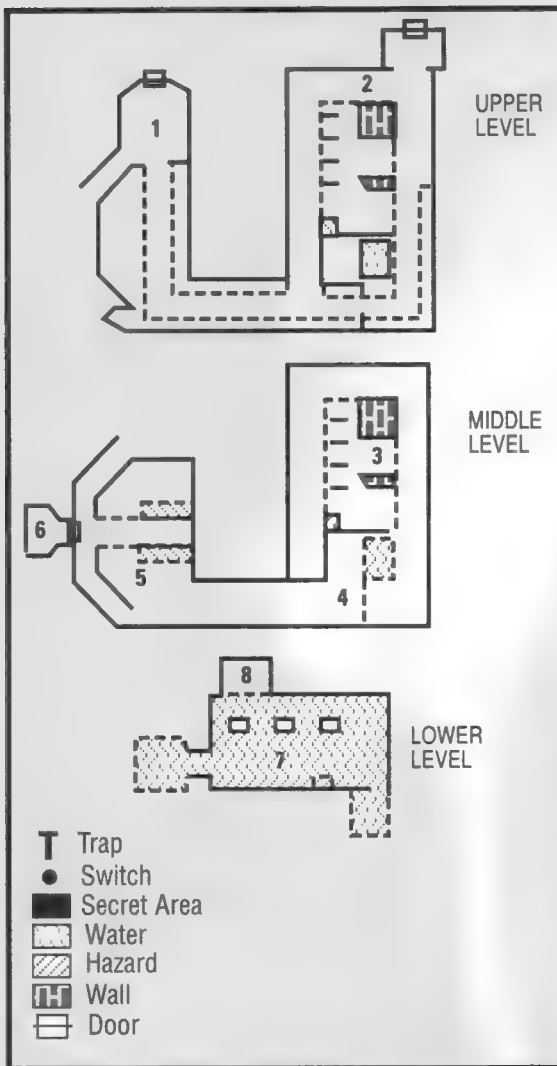


## Deathmatch 4: The Bad Place At-a-Glance (DM4)

1. Flechettes, Cells, Teleporter to 2
2. Green Armor, Health, Teleporter to 1
3. Nailgun, Shotgun Shells
4. Rocket Launcher, Grenades, Megahealth
5. Cells, Supernailgun, Quad Damage Rune
6. Thunderbolt, Cells, Grenade Launcher, Green Armor, Teleporter to 2.
7. Cells, Shotgun Shells, Yellow Armor, Drop to 8
8. Cells, Flechettes, Red Armor, Rocket Launcher, Shotgun Shells, Teleporter to 3
9. Flechettes, Health, Teleporter to 7
10. Double-barreled Shotgun, Grenades, Health, Shotgun Shells, Flechettes, Access to 6



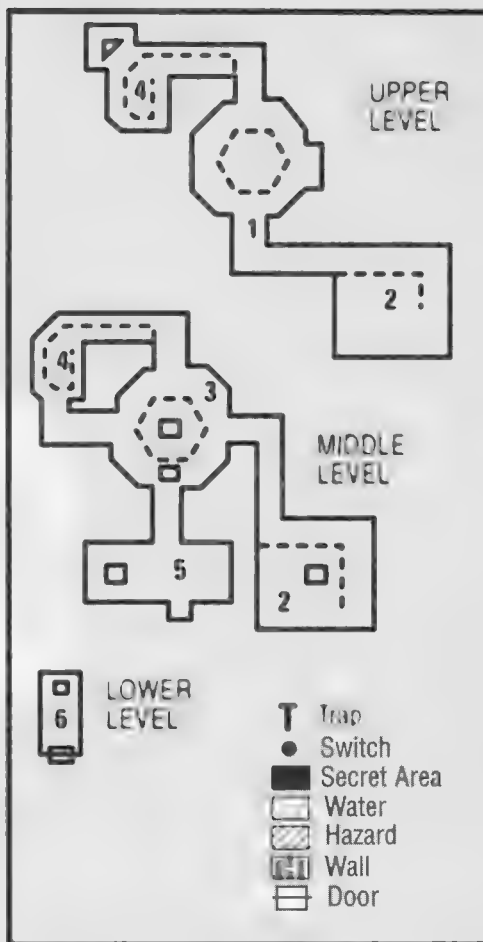
## Deathmatch 5: The Cistern At-a-Glance (DM5)



1. Health, Grenades, Shotgun Shells, Teleporter to 2
2. Shotgun Shells, Flechettes, Supernailgun, Teleporter to 1
3. Yellow Armor, Flechettes, Grenades, Drop to 7
4. Cells, Health, Grenade Launcher, Access to 7
5. Shotgun Shells, Flechettes, Nailgun, Access to 7, Switch to 6
6. Rocket Launcher, Megahealth
7. Shotgun Shells, Health, Grenades
8. Pentagram of Protection, Thunderbolt, Cells

## Deathmatch 6: The Dark Zone At-a-Glance (DM6)



1. Grenade Launcher, Health, Cells
2. Supernailgun, Green Armor, Grenades, Health, Shotgun Shells, Teleporter to 5
3. Shotgun Shells, Health, Nailgun, Teleporter to 2
4. Rocket Launcher, Health, Flechettes, Red Armor, Access to 1
5. Rocket Launcher, Megahealth, Teleporter to 2
6. Thunderbolt, Cells, Ring of Shadows, Teleporter to 3





# Quake II

## Cheat Codes

To activate a cheat code, press the  key and then type in a code from the list below. Press  to activate the code. To deactivate a cheat code, just reenter the code.

Code	Item
give all	All Items
give health	100 Health
give weapons	All Weapons/without Ammo
give ammo	All Ammo
give armor	200 Body Armor
give body armor	+1 Body Armor
god	God Mode
notarget	No Target Mode
noclip	No Clip Mode

## More Cheat Codes

Type in “give” plus the name of any of the following items in order to acquire them:

Item	Quantity
jacket armor	1
blaster	1
shotgun	1
super shotgun	1
machinegun	1
chaingun	1
grenade launcher	1
rocket launcher	1
railgun	1
bfg10k	1

Item	Quantity
shells	10
bullets	50
cells	50
grenades	5
rockets	5
slugs	10
quad damage	1
invulnerability	1
silencer	1
rebreather	1
environment suit	1
ancient head	1
adrenaline	1
bandolier	1

Item	Quantity
ammo pack	1
data cd	1
power cube	1
pyramid key	1
data spinner	1
airstrike marker	1
blue key	1
red key	1
security pass	1
commander's head	1
power shield	1
armor shard	1
combat armor	1

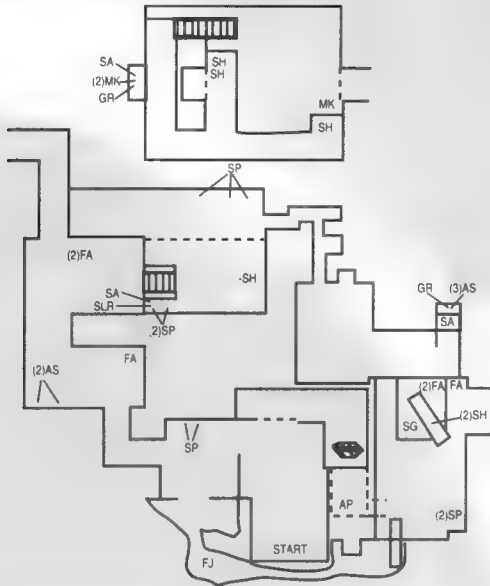
## Multiplayer Communication

Here are some cool codes for “communicating” with other players in multiplayer mode. Just press the “~” key and type:

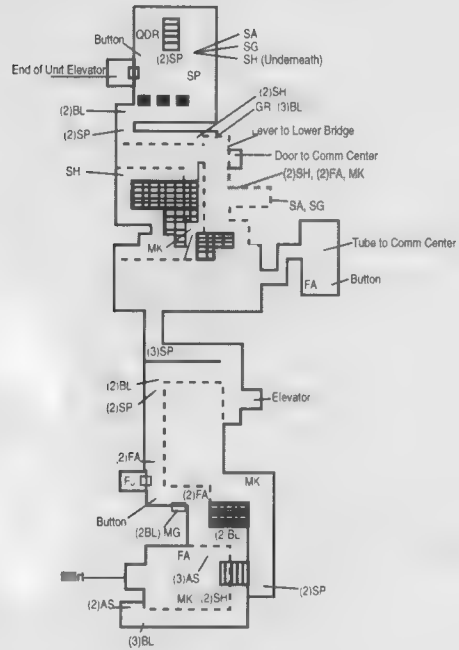
wave 0 = Flipoff  
 wave 1 = Salute  
 wave 2 = Taunt  
 wave 3 = Wave  
 wave 4 = Point



# Outer Base



# Installation



## Map Key

### Weapons and Ammo

SG	Shotgun
SSG	Super Shotgun
MG	Machine Gun
GL	Grenade Launcher
RL	Rocket Launcher
HP	Hyperblaster
RG	Railgun
BFG	BFG10K
SH	Shells
BL	Bullets
GR	Grenades
RK	Rockets
AMP	Ammo Pack
CL	Cell
CG	Chaingun
SL	Slug

### Other Items

QDR	Quad Damage Rune
ES	Environment Suit
IR	Invulnerability Rune
RB	Rebreather
SLR	Silencer

### Health Items

FA	First Aid
MK	Medkit
SP	Stimpack
AP	Adrenaline Pack
MH	Mega Health

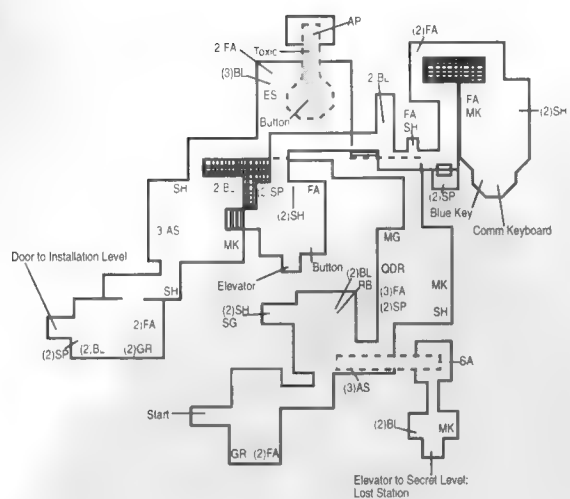
### Armor

AS	Armor Shards
FJ	Flak Jacket
CS	Combat Suit
BA	Body Armor

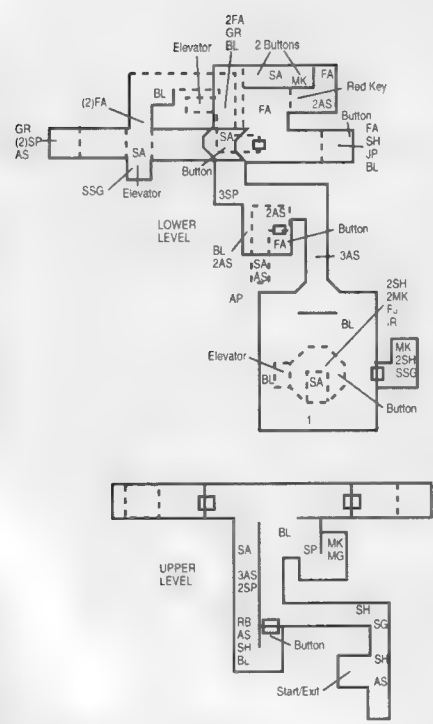
### Points of Interest

SA	Secret Area
----	-------------

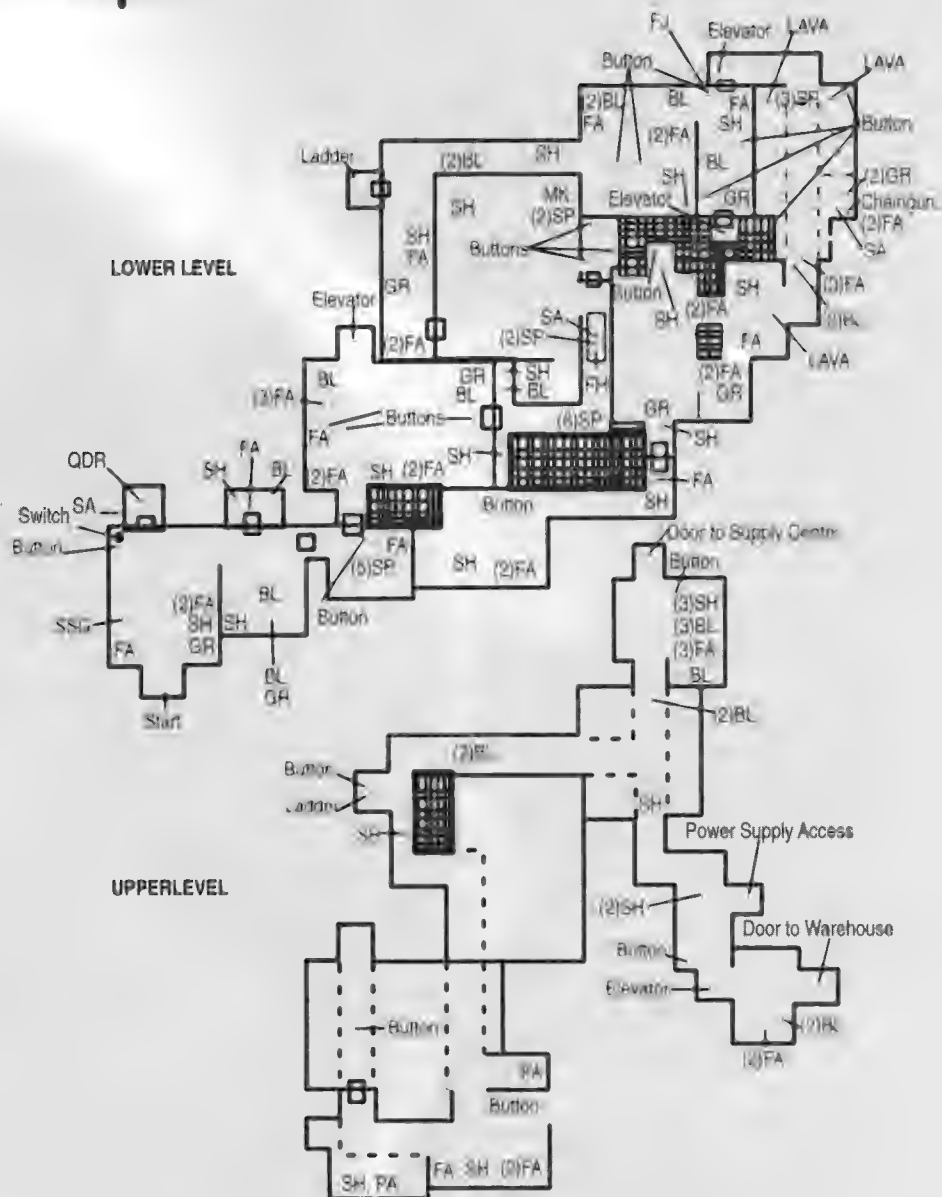
# Communication Center



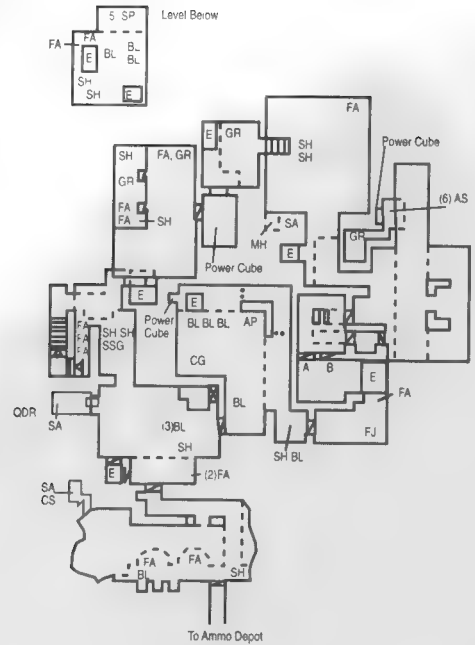
# Lost Station



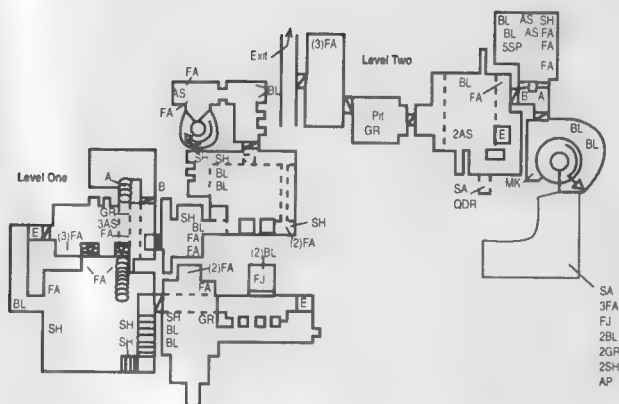
# Ammo Depot



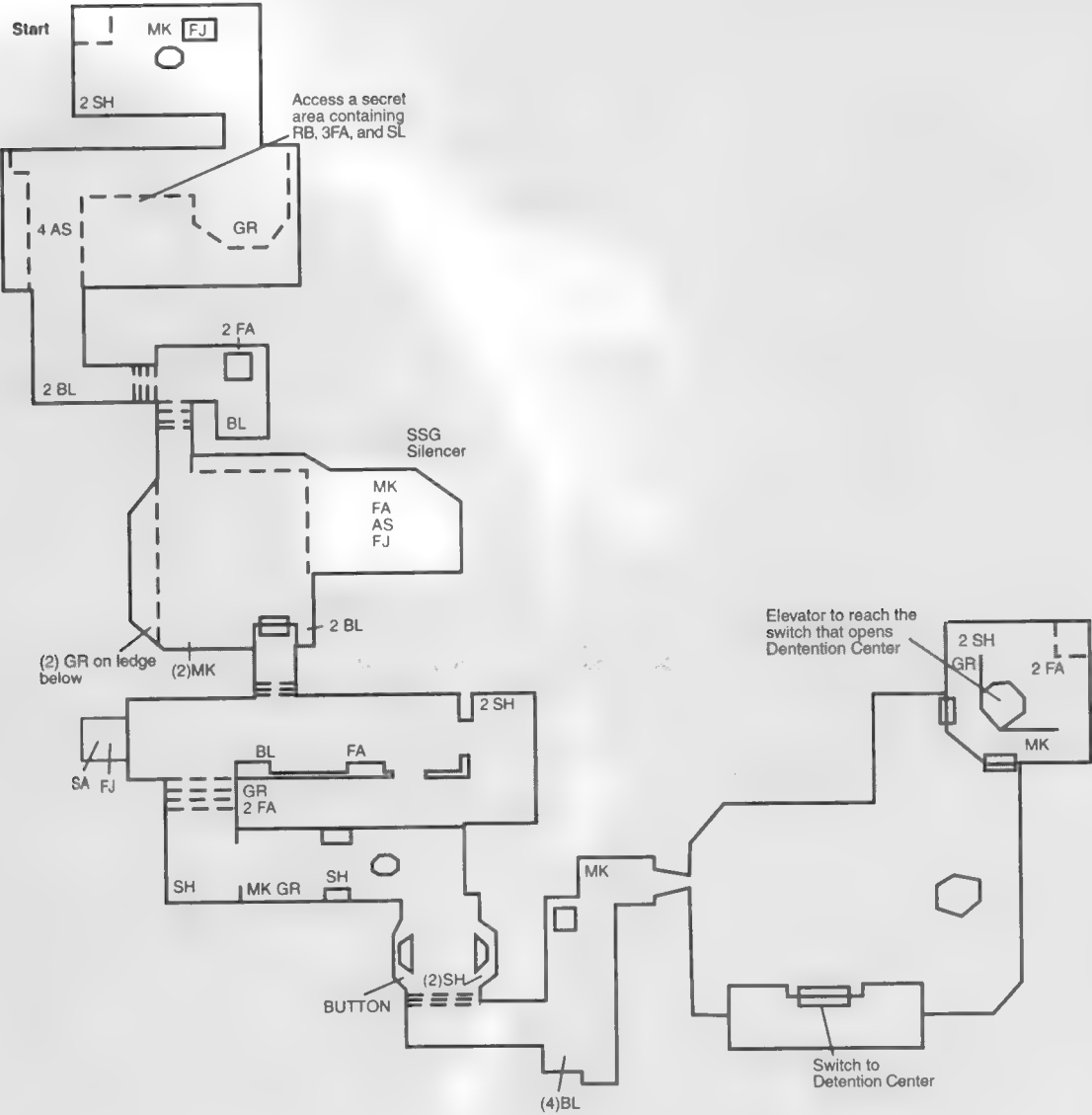
# Supply Station



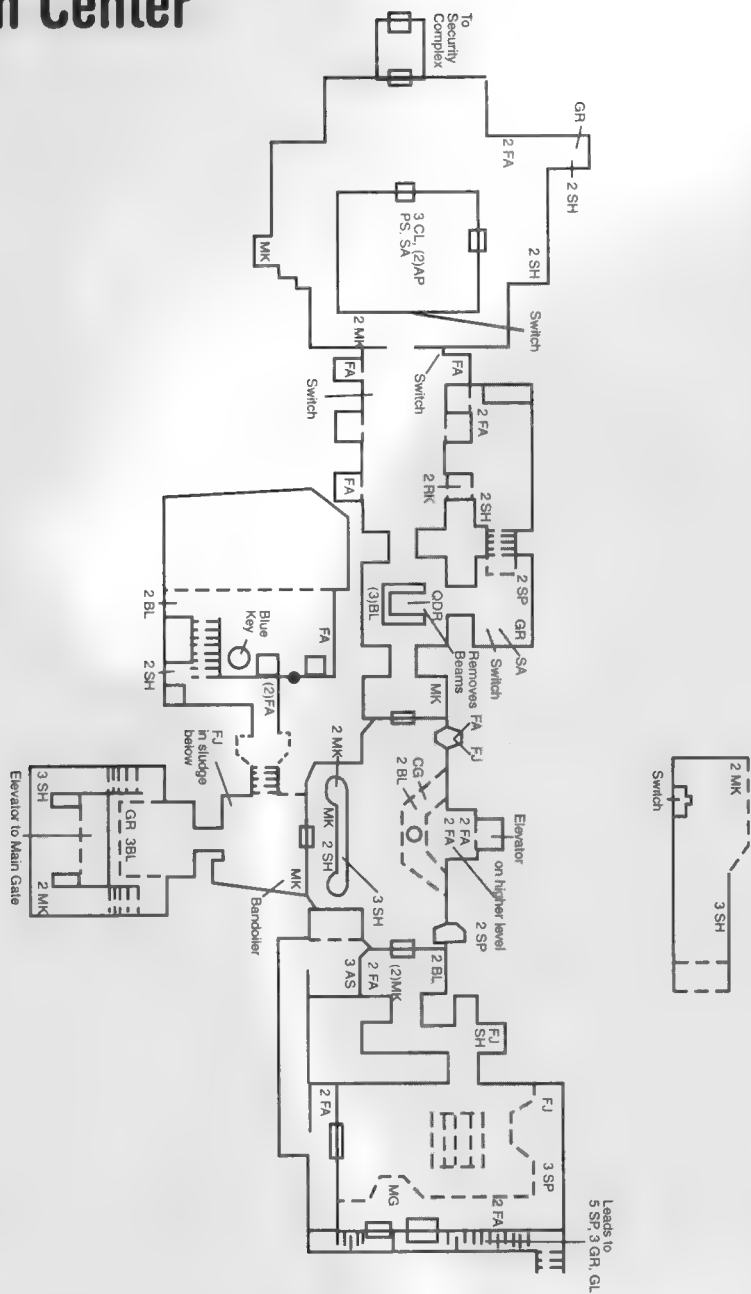
# Warehouse



# Main Gate

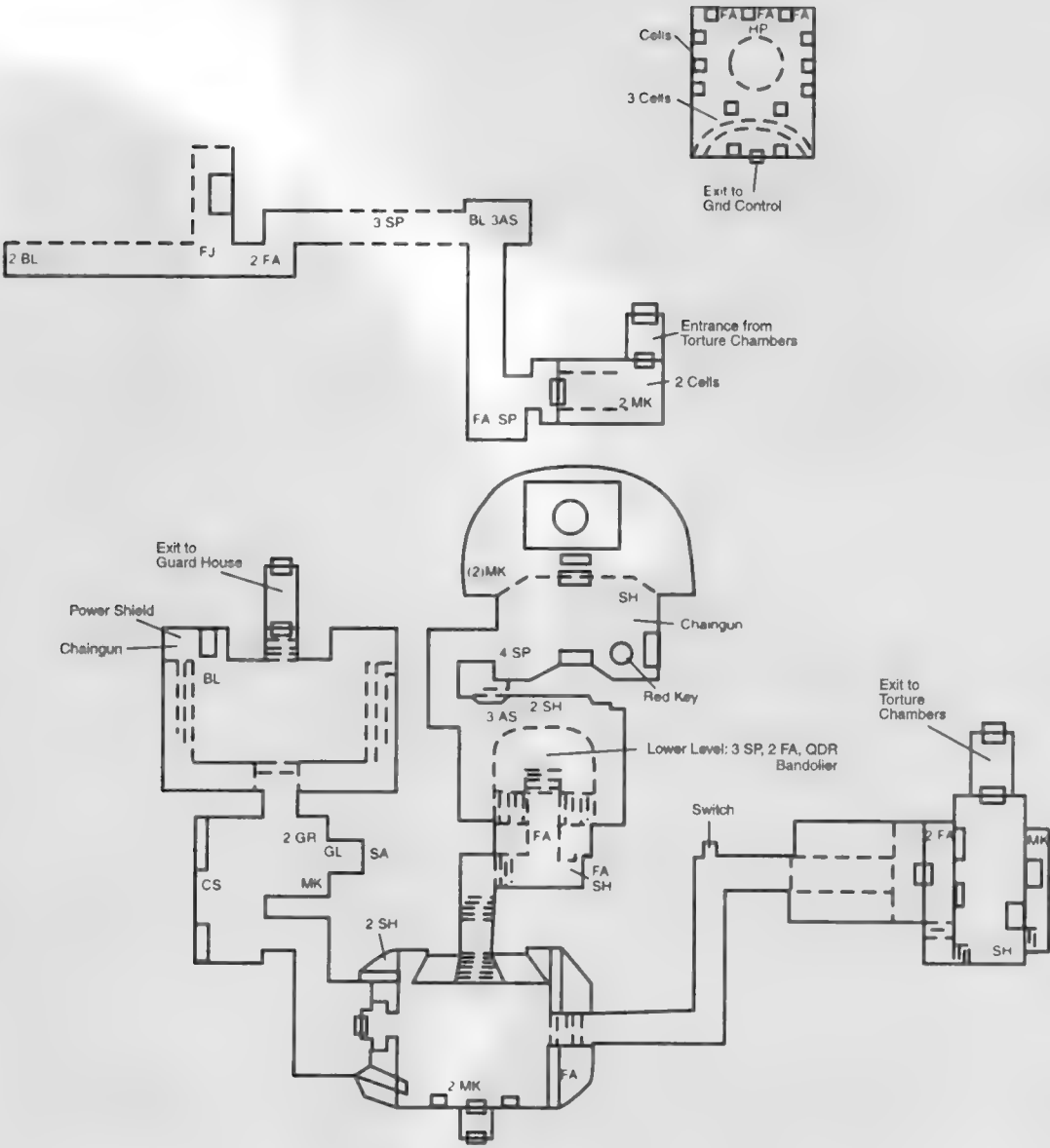


# Detention Center

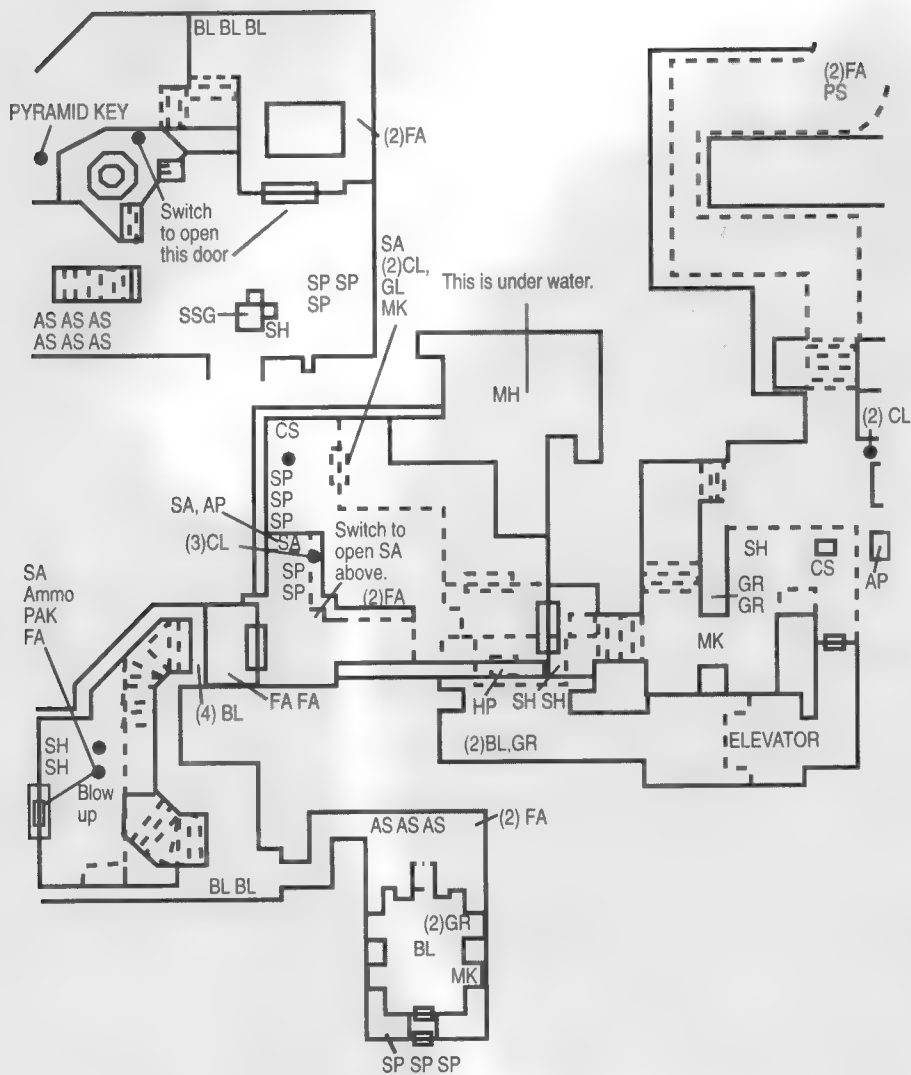




# Security Complex

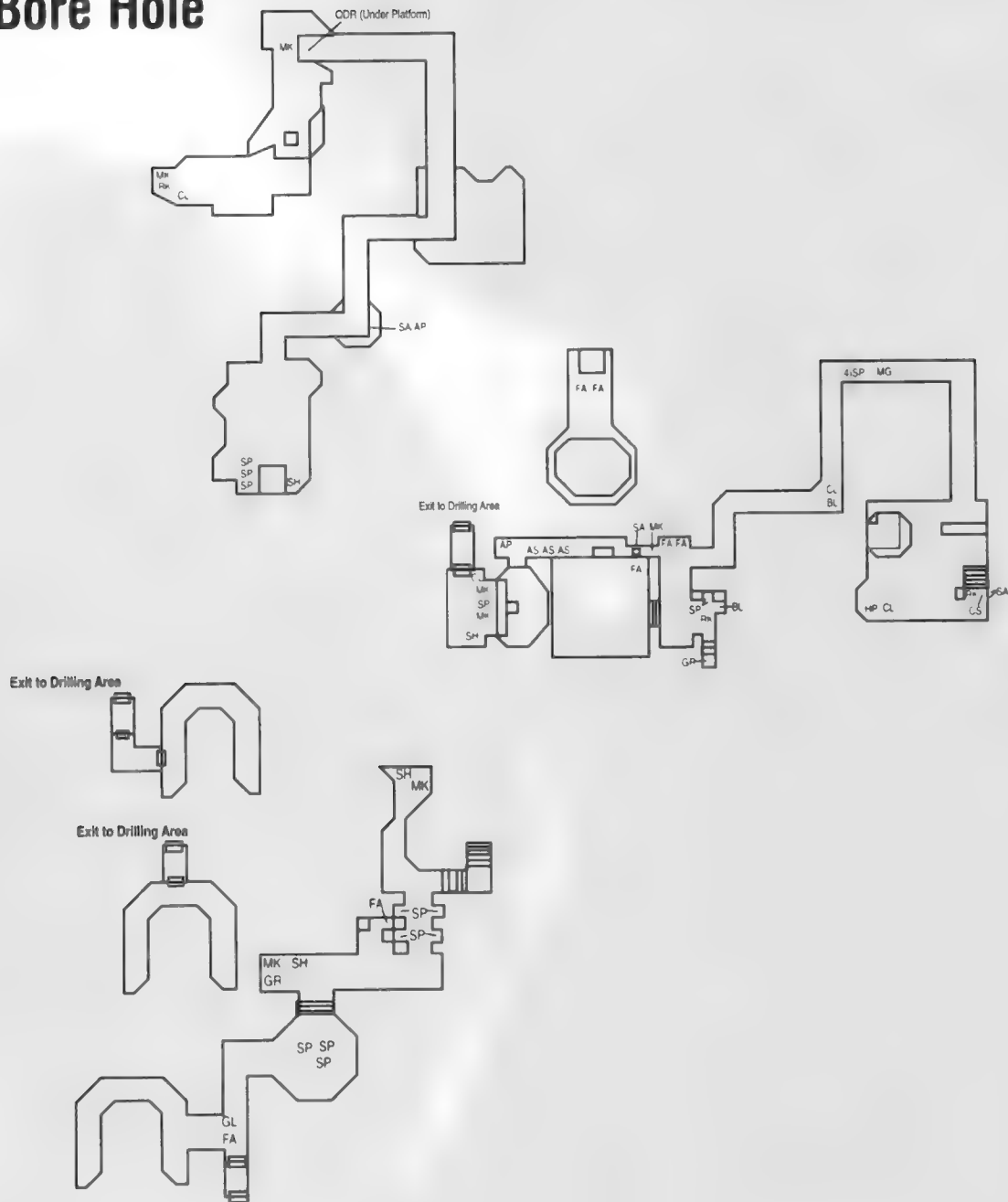


# Guardhouse

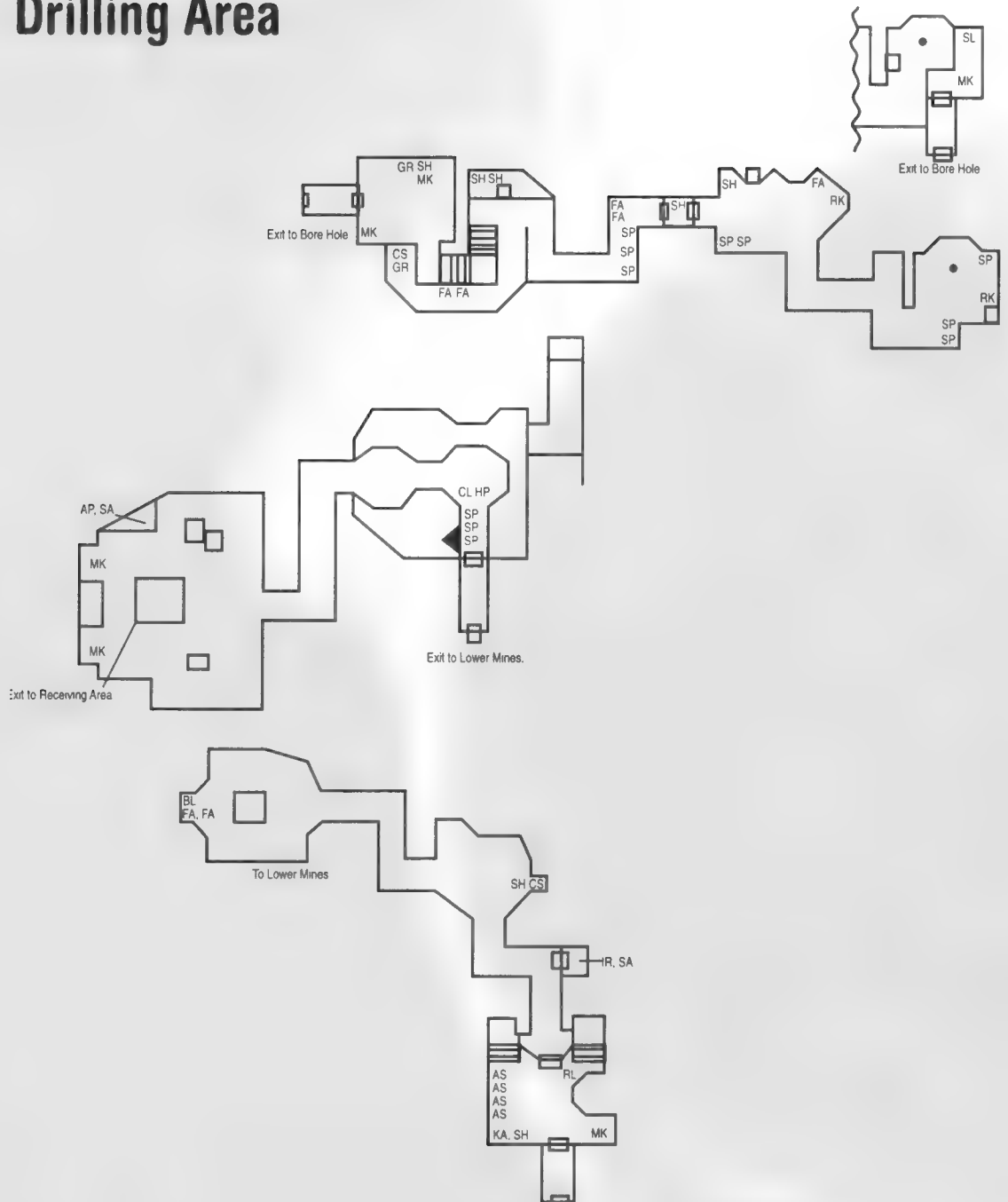




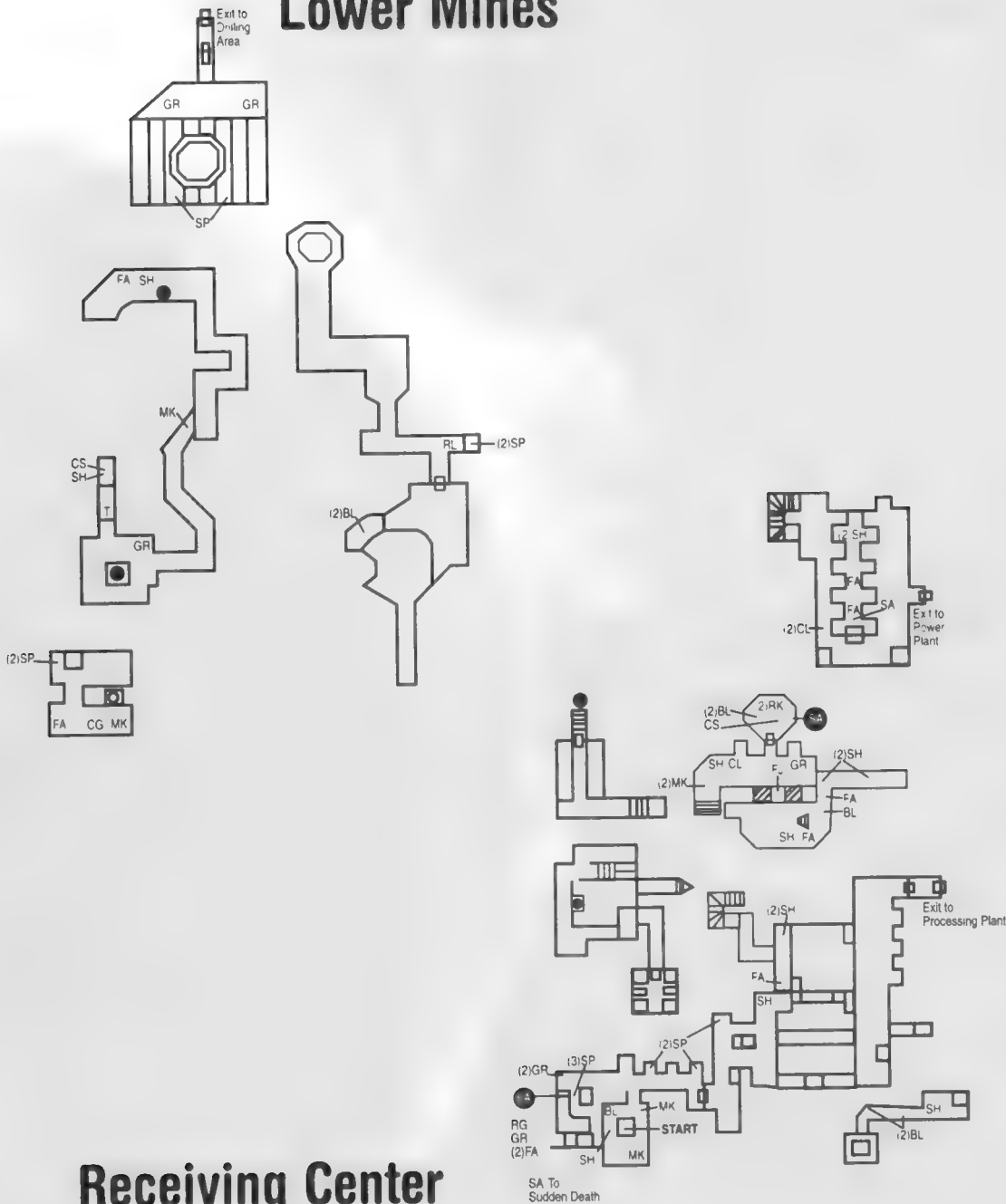




## Drilling Area



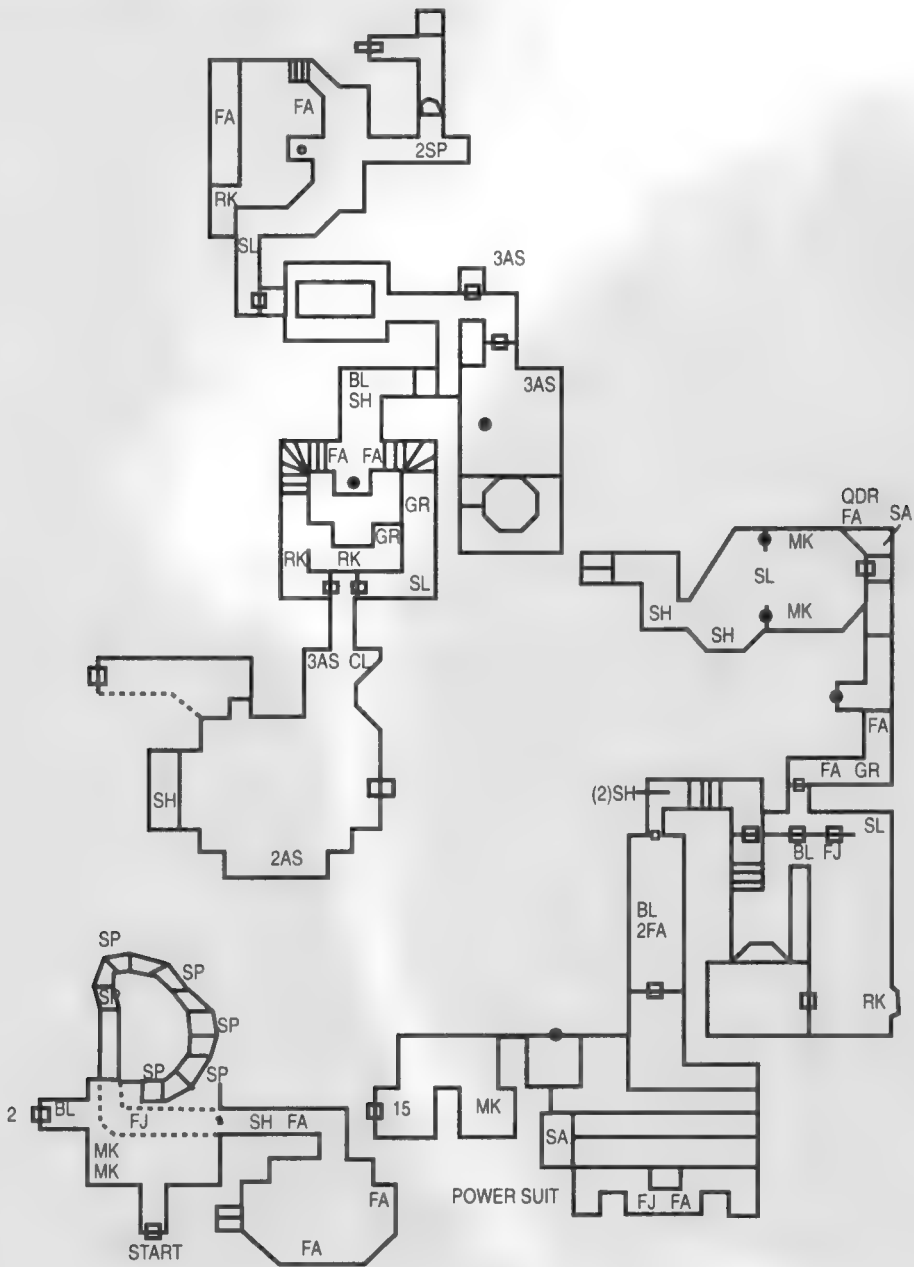
# Lower Mines



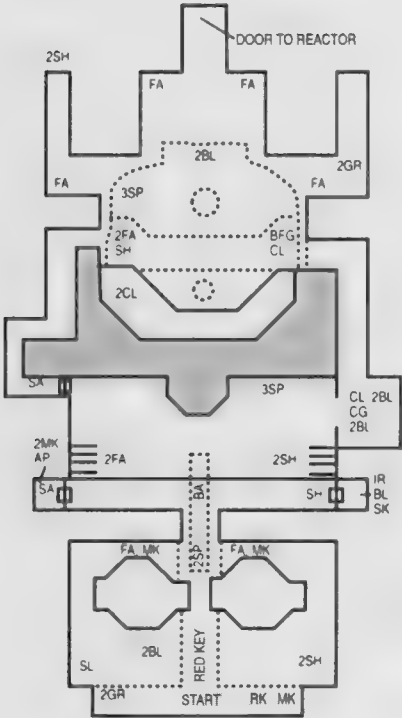
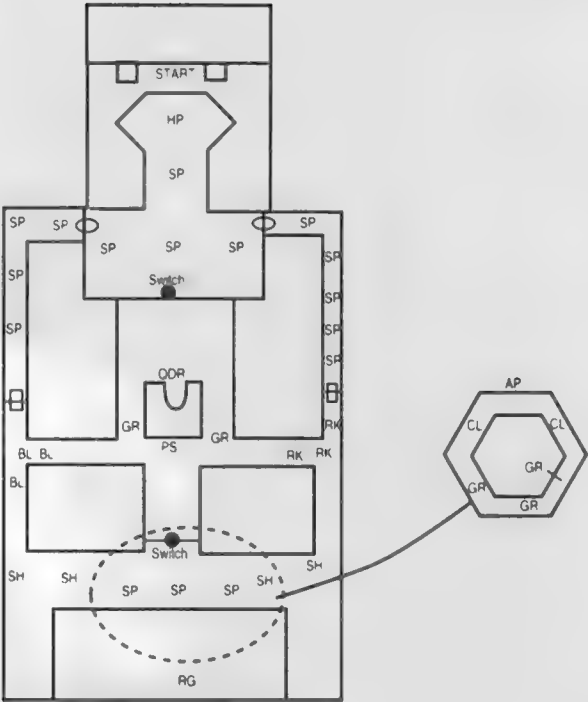
## Receiving Center



# Processing Plant

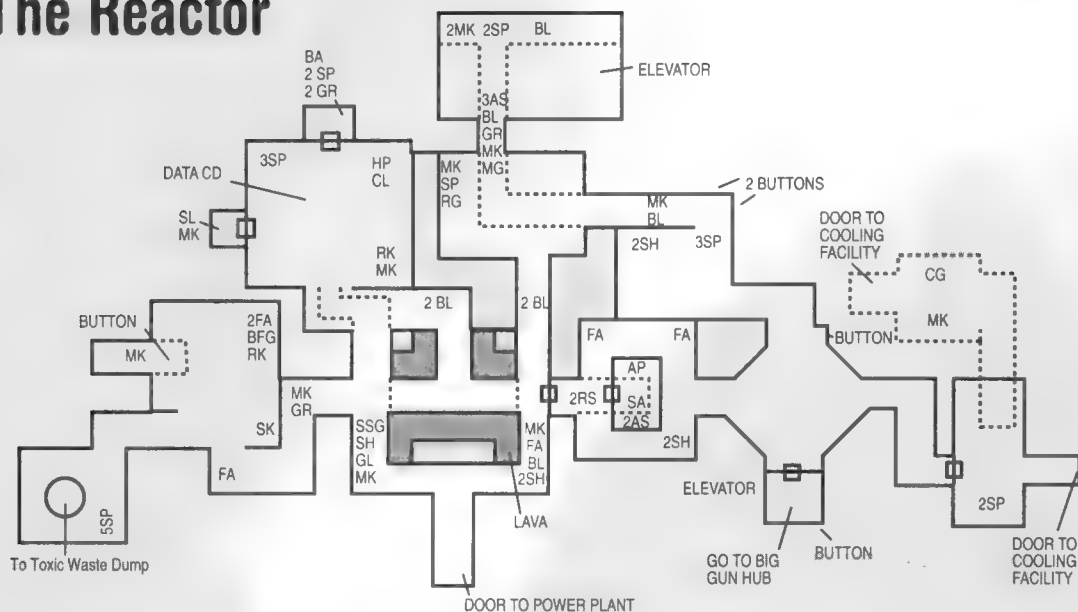


# Sudden Death

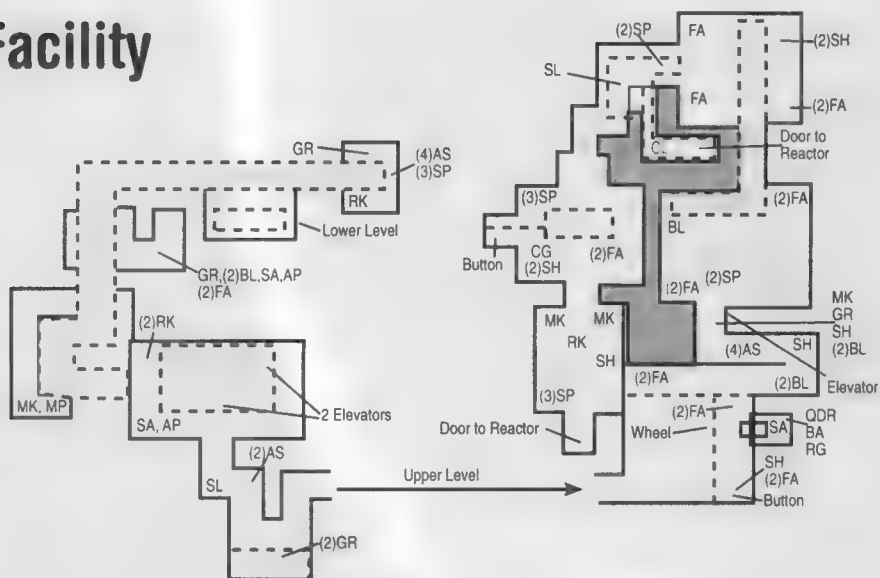


## Power Plant

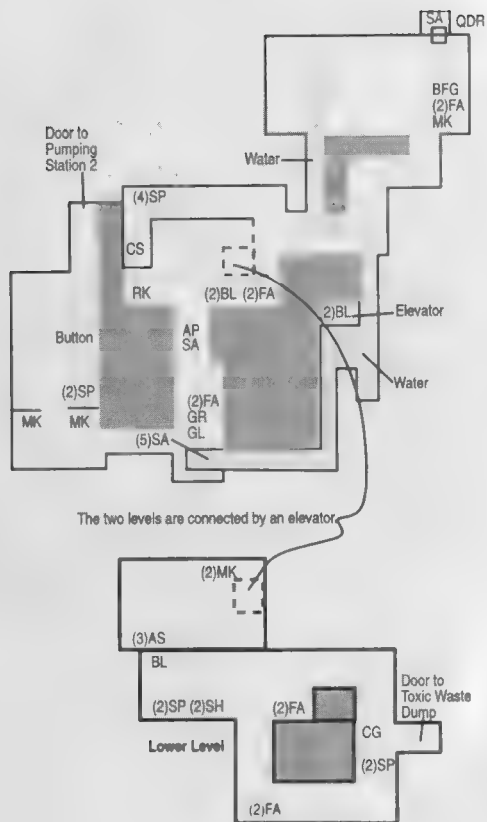
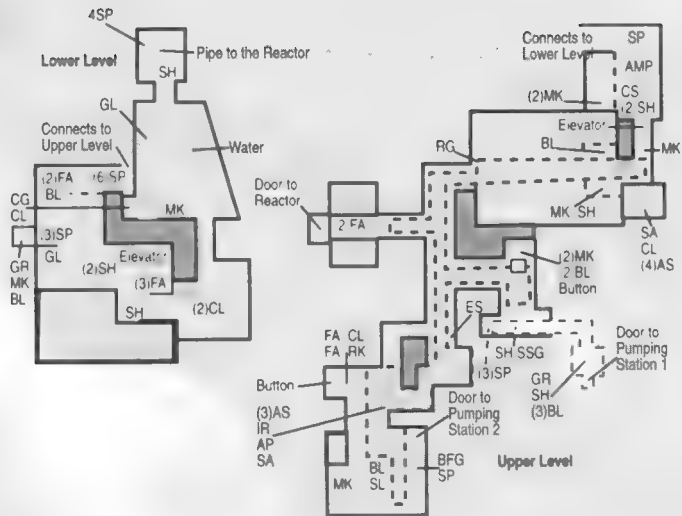
## The Reactor



## Cooling Facility

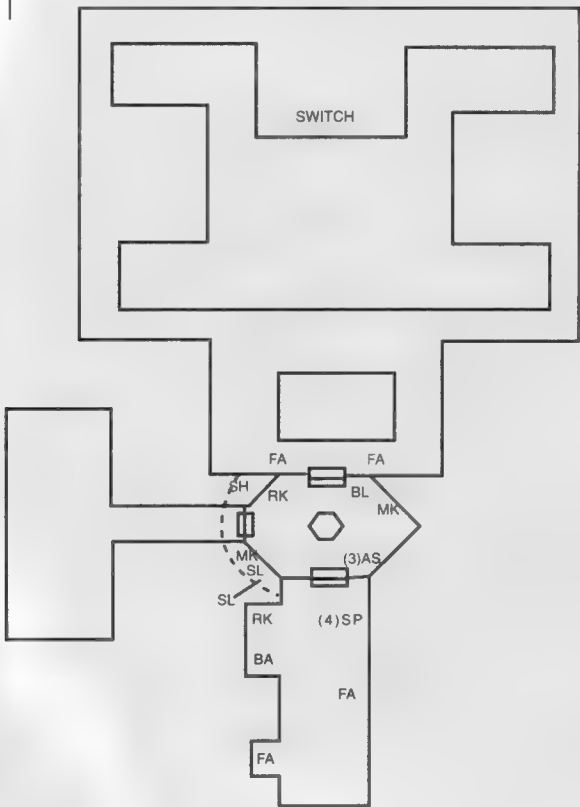
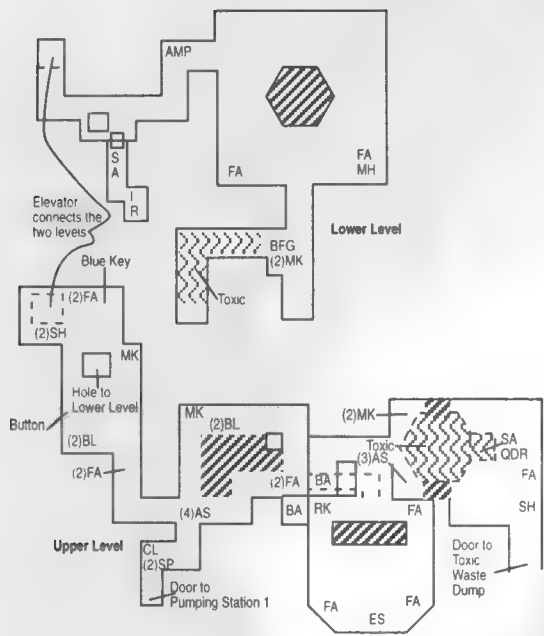


# Toxic Waste Dump



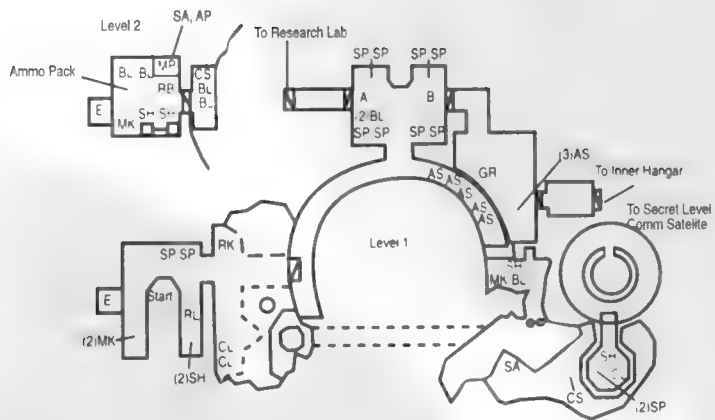
## Pumping Station 1

# Pumping Station 2

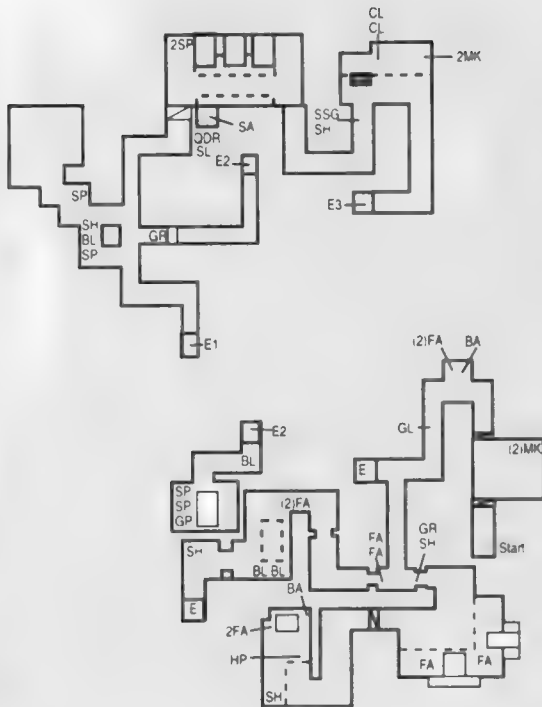


# Big Gun

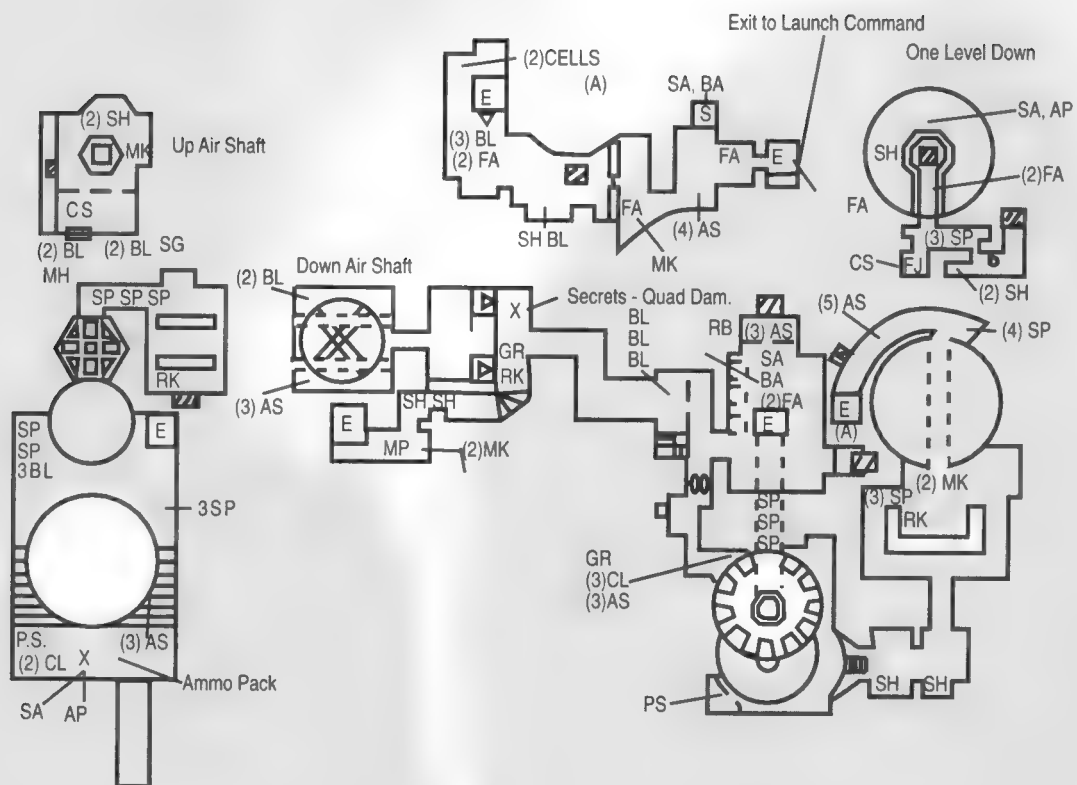
## Outer Hangar



## Research Lab

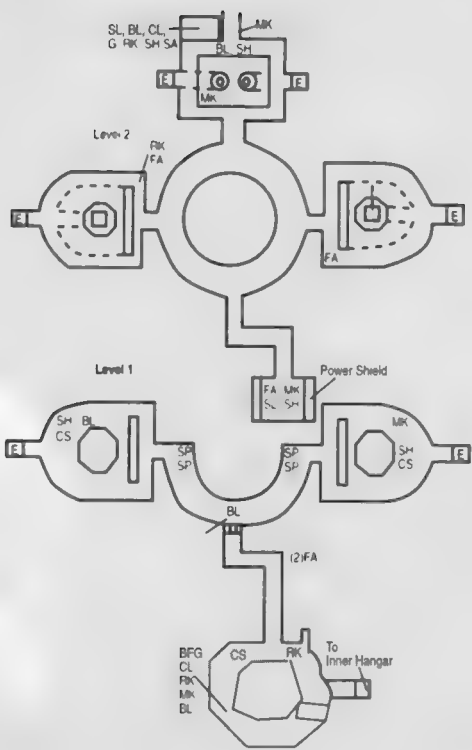


# Inner Hangar



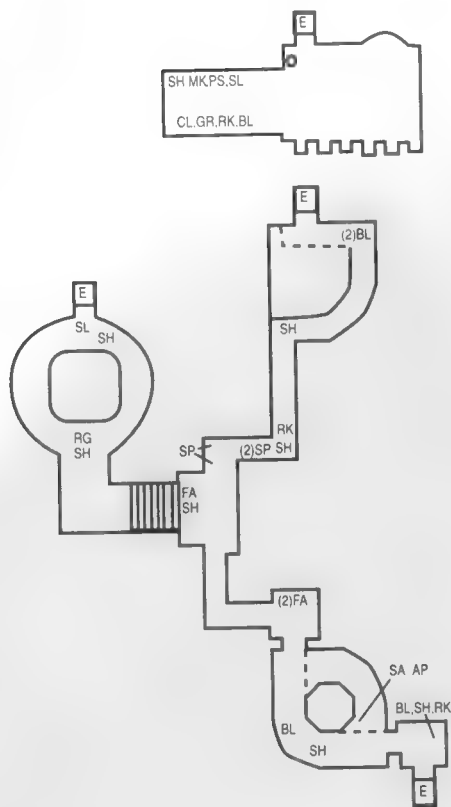
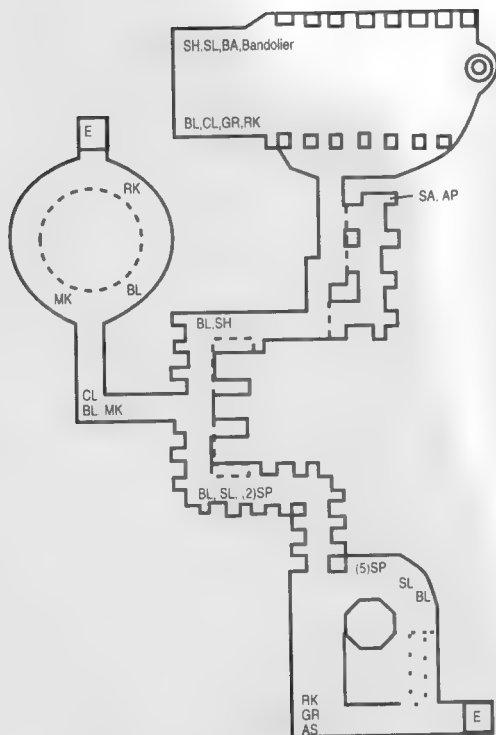


# Launch Command



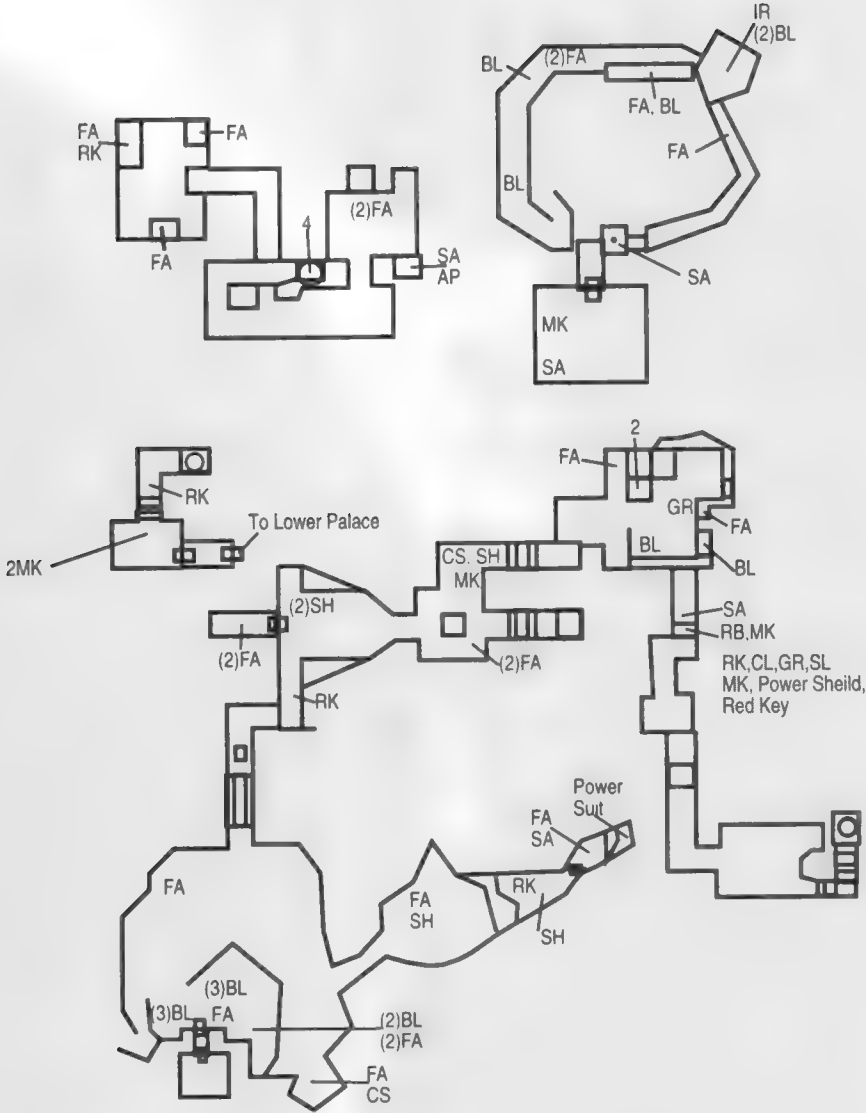
## Outlands

# Comm Satellite Floor 1

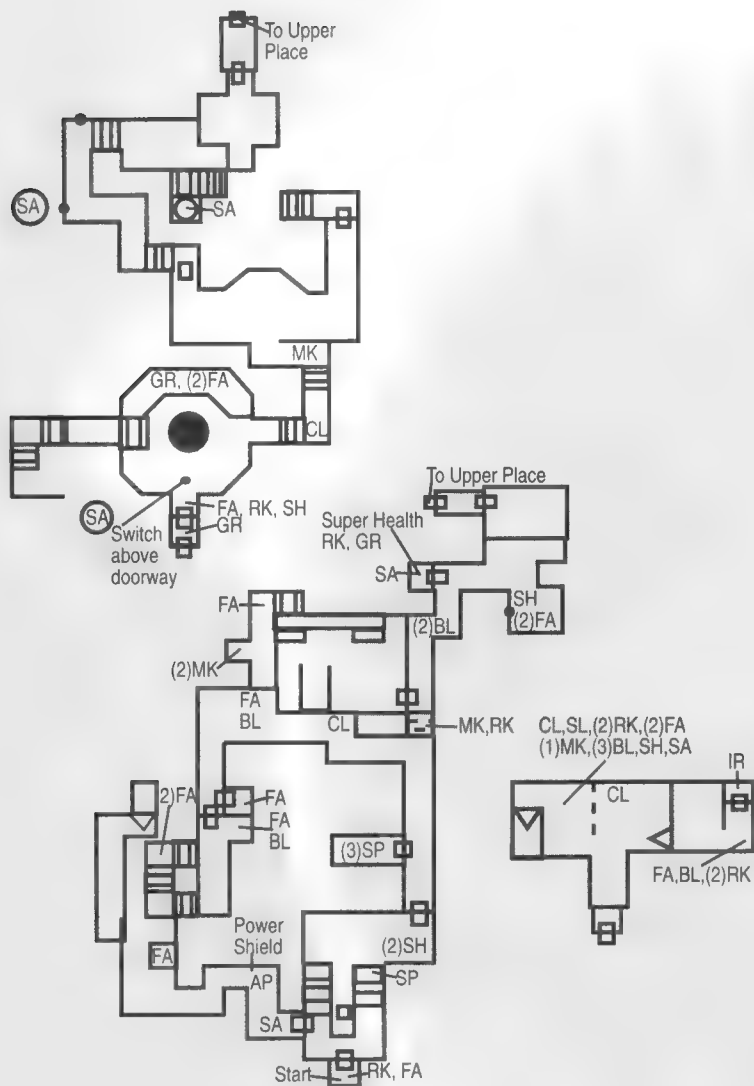


# Comm Satellite Floor 2

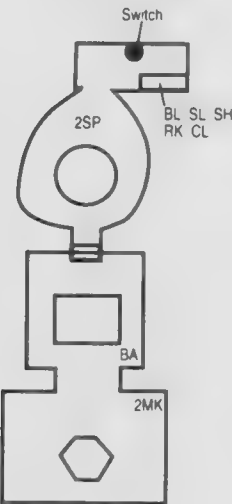
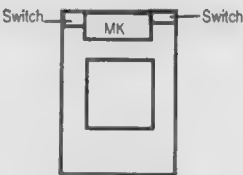
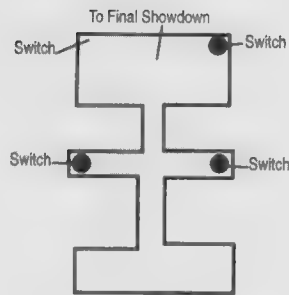
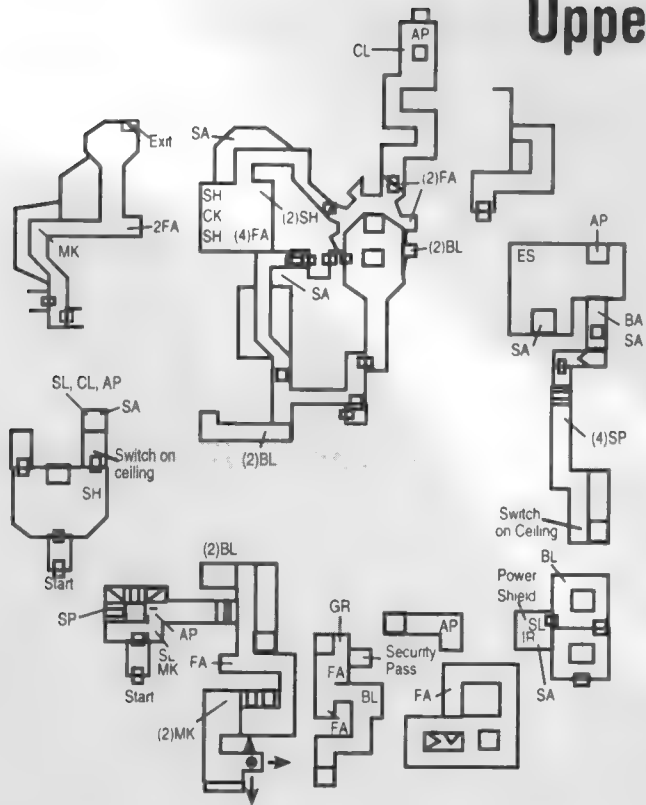
Outer Courts



# Lower Palace

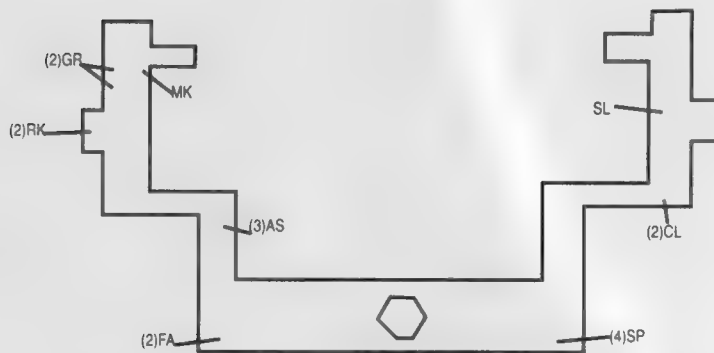
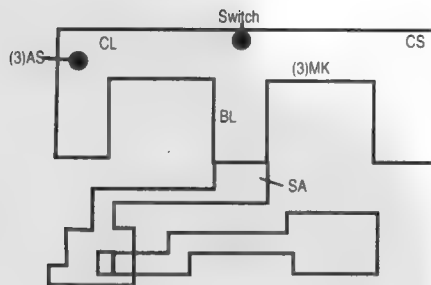
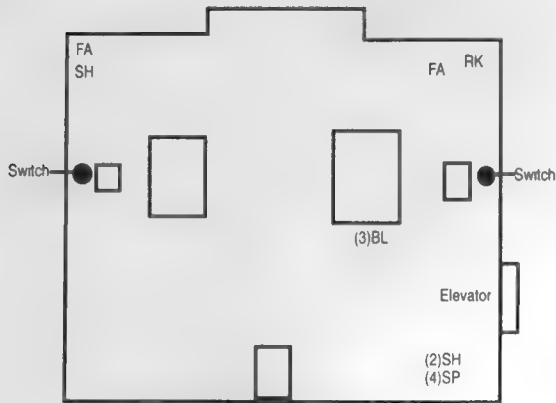


# Upper Place



# Inner Chamber

# Final Showdown



## Multiplayer Quake II

As with the original Quake, the sequel's greatest appeal, the guts of the game, is as a multiplayer battleground.

To be sure, the game's first-person version is an amazing accomplishment, but Quake II truly shines brightest in multiplayer, where the new game options, weapons, and movement nuances take on added significance. Until you've experienced Quake II in multiplayer, you're really not seeing the whole picture.

## Movement in Combat

We decided against belaboring the nuances of combat movement elsewhere in this book, largely because it felt like nagging.

"Work on your strafe."

"Use the mouse."

Valid points, to be sure, but if you've gotten used to a certain control configuration or an overall style of play that serves you well, Quake II probably won't do much to demand that you radically re-think your old habits.

But in multiplayer, well, you can pay attention or not. But be forewarned: We have no sympathy for incompetence.

## The Mouse

Use the mouse, or suffer cruel injustice at every turn, as players with half your skill make you their bloody plaything.

The default controls for Quake II just happen to be set to our favorite mouse configuration: W is Forward, S is Backward, and the A and D keys strafe to either side. The mouse will turn you in any direction, as well as allow you to look up and down. It also will pull the trigger, and cycle through the weapons.

With the mouse as your "eyes," controlling your view of the Quake II world, finding a target becomes second nature. Just as you can easily use the mouse to push the pointer around on the computer screen, except now it's not a pointer; it's a reticle. Just put it on the target, and press the trigger.

## In Particular: The Railgun

Finding a target quickly is, of course, integral to success in Quake II multiplayer, but some of the game's weapons are just too big a hassle to use in multiplayer unless you have the freedom of sighting them with the mouse, and can then make the minute adjustments during combat that the mouse alone allows.

The Machine Gun comes to mind, but the most glaring example of this need for the mouse concerns the Railgun. In multiplayer, one good Railgun hit is usually about all she wrote. Only health and armor, at the very upper end of the scales, can save you from more than two shots with a Railgun, and then just barely.

The thing about the Railgun, of course, is that it requires such precise aim. Trying to sight a target by using key commands to adjust your sight along the X and Y axes generally takes too much time.

With the mouse, however, it's point-and-click. As long as you can sweep the reticle to the target, and click the mouse at the right time, your target is very nearly toast. And if the target is moving—changing elevation as well as moving from left to right—only the mouse will give you the ability to strike the mark with any kind of consistency before your opponent realizes what's going on.

## Using Audio Clues

Realize that you can hear your opponents quite well, and that they, in turn, can hear you. Create distractions and misdirections with that in mind. Open doors, activate lifts, expend excess ammo. People get curious, or think they might pick up a cheap kill, and then they get careless.



# Diablo

Blizzard has again designed a computer game that was destined to be a classic even before its release. *Diablo* combines strategy and adventure with some great graphics and effects. This game can be played over and over because each time you begin a new game, the dungeon is randomly generated, and the story line will vary a bit as well. This alone would make a super game. However, Blizzard didn't stop there. They also provided a web site where players can log on and either cooperate with or compete against other players from around the world.

While many of the chapters in this manual will tell you what you have to do and when to do it, *Diablo* doesn't lend itself to this due to its randomness. However, I'll impart some important information that will help you make it to Diablo and emerge victorious from the labyrinth.

## The Heroes of the Story

One of the features of *Diablo* that gives it good replay value is the player's ability to choose from three character types. Each character has distinct strengths and weaknesses, thus requiring different strategies and tactics.

The Warrior is the best choice for beginning this game and learning the interface. He has a high strength and vitality level and is the best at hand-to-hand combat. His special ability allows him to repair items on his own without having to return to the blacksmith. It's good for the Warrior to learn some magic for long-range attacks and for keeping himself healthy.

The Rogue is a challenging, yet rewarding, character to choose. Her specialty is the bow. Keep her out of close combat. Although the bow takes some practice to perfect, it's definitely worth the effort. The Rogue's special skill is finding and disarming booby traps. This comes in handy down in the dungeons.

The Sorcerer is the toughest character to play in the beginning. However, as he progresses in the ways of the arcane, he becomes the most powerful character. Staves are the only type of weapon the Sorcerer should carry. However, it's important to increase his strength so that he can wear heavier armor for protection in close combat.

No matter which hero you choose to play, you must continuously configure them for maximum efficiency. Different items will affect your character's traits. By opening up your inventory and character screens simultaneously, you can see how this works. It's also important to assign critical spells a hot key so that they can be cast quickly during battle. You should configure your character not only at the end of a level or when you find some new weapon or armor, but also when the type of monsters you face require a different tactic in order to defeat them.

## Tristram

You begin the game in the town of Tristram. It is here that the story unfolds and you learn more about the evil that lurks below as you progress through the game. Get to know each of the townspeople well. While some will only add more details to the story line and the quests, others can offer more tangible assistance. Cain, the town elder, can identify magical items for you. The blacksmith, Griswold, will be happy to buy or sell weapons and armor as well as repair items to restore their durability. Adria, the witch who lives in the hut across the stream, sells and purchases magical items such as staves, spells, scrolls, and potions, and can also recharge your magical staves. Wirt also has items for sale, though only one at a time. You may want to purchase inexpensive items just so that he'll have something new and possibly useful next time you are in town. Finally, Pepin the healer will quickly become a good friend. He'll heal you at no charge and also offers healing items for sale.

Tristram is also your home base. You'll want to return here often to get more supplies and give your character a little fresh air. During your subterranean adventures, you'll find lots of items. Pick them up, even if you can't use them. By bringing them back to town, you can sell them and then buy something that you do want. Your character can only carry so much, so you have to be a clever businessperson as well as a brave hero. As you make your way through the underground, you may want to make a pile of items that you aren't using near the entrance to the current level. When you're ready to return to Tristram, drop those items that you want to keep and take only what you want to sell. Your other weapons will be there when you return.

## Combat

There are three main types of combat: hand-to-hand, ranged, and magical. The first is the specialty of the Warrior and doesn't require a lot of explanation. The key to this is repeated blows. While some of the earlier monsters you encounter will fall with one hit, others will require multiple hits. Just remember to keep swinging. After you land a hit on a monster, it will be stunned for a brief moment. This gives you just enough time to strike again before the monster can attack you. Also, choose the right tool for the job. Swords and other bladed weapons work best against fleshy monsters, while clubs and maces are great for Skeletons.

Ranged combat consists mainly of using the bow. The important factor in this type of combat is using the **SHIFT** key to position your Rogue while firing. Each time you fire, the arrow will be aimed at a position on the floor rather than on the monster you want to target. Therefore, aim for the center of the target to increase your chance of a hit. Chokepoints such as doorways are a great place to set up a killing zone. When attacking a large group of monsters, let arrows

fly as quickly as possible at the mass of the group rather than at individual targets. Once the group is reduced, then you can begin targeting individuals. You can also loose a volley of arrows into unexplored areas to anger the hidden monsters and cause them to come toward you without getting too close to them.

Magical combat is the final type and can be used by all the characters, though none can do that voodoo like the Sorcerers do so well. Many of the offensive spells are ranged attacks. As the characters increase in magic points, each spell increases in power as well. Also, several spells have an area effect that can damage or kill several creatures at one time. An important aspect of magic is the resistance to magic. Some creatures are not affected as much by certain types of spells. Also, some items can give your character resistance to magic as well. Though heavy armor can give you a lot of protection against sword blows, a set of rags may provide more protection against fire or lightning attacks.

## The Spawn of Hades

During your adventures below, you'll encounter several different kinds of creatures bent on killing you. These creatures can be classified into three main categories: animal-like creatures, the undead, and demons. Each of these categories can be further broken up into types.

Animal-like creatures are usually the weakest and are vulnerable to almost any type of attack. However, they usually roam the labyrinths in groups. Though singly they aren't very dangerous, en masse they are a force that can cause some serious hurt to you. The Fallen Ones are like little goblins. While weak and cowardly, they are fast and usually attack in groups. Scavengers are the most common beasts in *Diablo*. They are extremely fast and will try to sneak up on you. Bats are not only pesky and hard to hit, some also have deadly attacks. Acid Beasts are one of the first creatures you encounter with a ranged attack. They shoot a glob of acid that causes damage on contact and then puddles at your feet, continuing to cause damage. Keep moving and attack them from a distance. Horned Demons will charge at you like a bull. You can usually move out of the way, but if they connect, it will definitely hurt in the morning.

There are only two types of undead: Zombies and Skeletons. Zombies are slow and can be dealt with rather easily, though if they get you, they can cause a lot of damage. Skeletons are best dispatched with clubs, maces, and other bone-breaking instruments. They are numerous, and sometimes carry bows for ranged attacks.

Demons are the most dangerous of the creatures in *Diablo*. The Hidden are invisible until just before they attack. If you encounter them, it's best to move around, stopping every so often until they materialize and then attacking them before they can strike you. Goat Demons are one of the more common types, and some carry bows for ranged attacks. Overlords are very tough and some are even immune to magic attacks. Magma Demons are deadly in open areas

with their flame attacks. They like to surround their victims and get them into a crossfire. Red Storms are deadly with their lightning attacks. If that isn't enough, they're also resistant or immune to both magic and lightning attacks. Gargoyles disguise themselves as statues and are immune to most spells. Try to take them on one at a time or you'll be in some deep trouble. Balrogs are some of the deadliest creatures below the surface. They are immune to fire and resistant to magic. They also have some powerful flame attacks. Vipers are some of the weaker demons, yet they attack in numbers. Most are immune to magic. Knights are powerful foes. Because they have nearly as many hit points as you, taking on more than one at a time is suicide. Succubi have powerful magic attacks, but if you can get in close you can defeat them without too much damage to yourself. Counselors teleport around the battle area, unleashing magic attacks when they materialize. Close-in attacks work best since they have resistance or immunity to magic, fire, and lightning.

## The Quests

While the main objective of the game is to descend all the way to the lowest level and defeat Diablo, there are several quests that must be completed along the way. Often at the end of each, you will receive some reward that will help you in your overall mission. Each time you begin a new game, certain quests are selected at random. There are five groups of quests, from which a certain number of quests are then chosen. They are grouped as follows:

Group	Quests
Group 1 (1 of 2)	King Leoric's Curse or Poisoned Water Supply
Group 2 (2 of 3)	The Butcher, Gharbad the Weak, Ogden's Sign
Group 3 (2 of 3)	Arkaine's Valor, Halls of the Blind, The Magic Rock
Group 4 (2 of 3)	The Anvil of Fury, The Black Mushroom, Zhar the Mad
Group 5 (1 of 2)	Lachdanan or The Warlord of Blood

In addition to these quests, a single-player game will always include the Chamber of Bone and Archbishop Lazarus quests. Each quest requires a certain solution or tactic to complete.

## Poisoned Water Supply — Level 2

This quest is triggered by Pepin. You must clear out the demons that are fouling the town's water supply with their evil and causing the townspeople to become sick. On level two, go through a crack in a wall in a series of caverns. Once you've killed all the monsters, return to Pepin and he'll give you the Ring of Truth.

## The Curse of King Leoric — Level 3

Ogden tells you the story leading to this quest. Enter the passage to Leoric's Tomb on level three. You'll face a lot of Skeletons, so bring along a club or mace. Defeat King Leoric as quickly as possible. You'll get the Skeleton Crown. If you destroy each of the crucified Skeletons in the corners of the room, a secret passage opens up leading to more monsters and treasure.

## The Butcher — Level 2

You first learn of the Butcher from a wounded man outside the Cathedral. The Butcher is armed with a large cleaver, so you must be very careful when confronting him. Make sure you clear the entire level before taking him on. As the Warrior, you need to get in close and strike him with a sword or other edged weapon as quickly as possible. If you do not give him a chance to hit back, you can defeat him. On the other hand, keep the Rogue and Sorcerer at a distance. Open the door to his torture chamber and then run for a doorway into another chamber. Attack with either magic or the bow. Position yourself behind a grate in a wall and attack from another room through the grate. If you close the door behind you, the Butcher can't open it and follow you into this safe room. Once he is defeated, you can claim the cleaver for yourself.

## Ogden's Sign — Level 4

While you're in town, Ogden, the owner of the Tavern of the Rising Sun, tells you that some demons have stolen the sign to his tavern. He asks you to retrieve it for him. You'll find the sign in a large chest next to a Dark One named Snotspill. Take the sign and return it to Ogden, who will reward you with the Harlequin's Crest. You must then return and kill Snotspill and his followers of Fallen Ones in order to advance to level five.

## **Gharbad the Weak — Level 4**

While on the fourth level, you may come across a Flesh Clan Demon called Gharbad. He'll plead for his life and offer a favor. The next time you encounter him, he'll say he is making something for you. When you come across him a third time, he states that he's nearly done with his project. Finally, on the next meeting, he decides his item is too good for you and attacks. You shouldn't have too much trouble defeating him, but be prepared to heal yourself in the midst of the battle.

## **The Magic Rock — Level 5**

While you're in Tristram chewing the fat with Griswold the blacksmith, he'll tell you of a "sly rock" stolen from a caravan camped nearby. Somewhere on level five you'll find the rock just sitting on a table. Bring it back to the blacksmith, and he'll use part of it to make the Emyrean Band for you.

## **Arkaine's Valor — Level 5**

After you find the Book of Blood, move into a nearby room to locate the Altar of Blood. Pick up a Bloodstone in the same room and place it into the altar. A doorway will appear. Go in, defeat some Horned Demons and find another Bloodstone to put on the altar. Another doorway will appear. Repeat the procedure and, once the third stone is in place, you'll receive a nice set of armor known as Arkaine's Valor.

## **The Chamber of Bone — Level 6**

This quest occurs in every game. While you're on level six, you'll come across a book that opens a passage to a staircase that leads to the Chamber of Bone. This sub-level consists of a main chamber with two hallways. At the end of each hallway are switches that will open doorways to two additional rooms filled with monsters and treasure. In the main chamber, you'll find a large group of Skeletons. Use the doorway as a chokepoint so that you only have to fight one at a time. Fire spells will come in handy. Once you have cleared the chamber, read a nearby book to gain the Guardian spell.

## Halls of the Blind — Level 7

Once you have found and read the Book of the Blind, two doors open to the Halls of the Blind. This is a hallway that extends around two rooms. When you first enter, the halls seem empty. Stay in the doorway and prepare to be attacked by invisible Illusion Weavers. By using the doorway, you prevent them from surrounding and overwhelming you. Once the halls are clear, use this same tactic when entering each of the rooms. In one of them, you will find the Optic Amulet.

## Zhar the Mad — Level 8

When you first meet Zhar, he'll give you a spell book. If you don't leave, he'll attack you with fireballs. Zhar will also teleport around the room to avoid your attacks. He won't leave the room to follow you; so if you become wounded, leave and return later. Zhar has some spell books around the room that could come in handy, so you'll want to defeat him.

## The Black Mushroom — Level 9

On level nine, you will find the Fungal Tome. Take it and give it to the witch, Adria, just outside of town. She'll ask you to get a Black Mushroom to complete a brew. Return to level nine and you'll find a large Black Mushroom. Retrieve this for Adria, and she'll tell you Pepin is looking for something as well. When you speak with Pepin, he'll ask for a demon brain. Return to the dungeon, and the next monster you kill will provide a brain. Take it to Pepin, and he'll give you the Spectral Elixir that, when used, will add two points of experience to each of your characteristics.

## The Anvil of Fury — Level 10

Griswold will tell you of a magic anvil that he believes he can use to make you a powerful weapon. You'll find it on an island in the lava of level ten. Before acquiring this, you must defeat all the monsters around it. Once you have the anvil, take it to the blacksmith and he'll make a powerful sword, Griswold's Edge, for you. If you are the Warrior, you'll find this weapon very useful.

## **The Slain Hero — Level 9**

While on level nine, you'll come across the body of a Slain Hero. This will add an item to your inventory appropriate to your character type. A Warrior will receive a nice set of armor, the Rogue a powerful bow, and the Sorcerer a book of Lightning. This occurs in every single-player game.

## **The Warlord of Blood — Level 13**

Once you find the Steel Tome, return to the town and ask Cain about it. He'll tell the story of the Warlord of Blood. Once you have read this book, you can advance to level 14. The Warlord is a tough enemy. However, he has a lot of treasure. If you can get him to chase after you and then lose him, double back and take the treasure for yourself. Once you kill the Warlord, you'll receive a somewhat powerful weapon as a reward.

## **Lachdanan — Level 14**

You'll find Lachdanan trapped on level 14. He is under the curse of King Leoric. If you bring him the Golden Elixir that is on level 15, the curse will be lifted and Lachdanan will give you the Veil of Steel, a very nice set of armor.

## **Archbishop Lazarus — Level 15**

In the room with a pentagram on the floor, you'll find the Staff of Lazarus. Take it to Cain, and he'll tell you the story. Return to the room and go through the red portal. You'll go to a level with two cages full of Snow Witches and Advocates. Close all the doors near the cages and then go to the circular areas near the cages, read the book, and you will teleport to the nearest cage. Repeat this for the second cage. Return to where you entered this area and step on the circle to teleport to Lazarus's chamber. While he is giving his speech, run away and hide behind a corner. When the speech is over, Lazarus and his monsters will attack you. Take out the monsters one by one as they come after you. Once they are all eliminated, heal to full strength and return to the chamber to face Lazarus. He'll attack with fireballs and teleport around the room. Make sure you have something flame resistant and some scrolls or potions of health. After he's defeated, you'll acquire some powerful weapons that will be useful for the final level.



## Diablo — Level 16

After you defeat Lazarus, return to level 15 and a new teleporter in the center of the pentagram. The final level consists of four sections. You'll have to fight Blood Knights and Advocates in this section, then use the switch to open the second section. There, another switch opens the third section, where there are two switches that open the final section. Clear each section before moving on to the next. A good tactic is to avoid fighting all the creatures at once. Withdraw around a corner and fight just one at a time. Another good idea is to use area-effect spells that will damage several creatures with one cast. By this time, your character should be well prepared for Diablo. Make sure that you have several scrolls or potions of healing and a good resistance to fire. Diablo will throw fireballs that will cause a lot of damage. If you're the Warrior, get in close and fight it out. As the Rogue, stay back, shooting and scooting before Diablo can hit you. However, if you are the Sorcerer, many of your spells will have little or no effect on Diablo. A staff is the best weapon to use so that you can save your mana for the Mana Shield spell. Once Diablo has been killed, you are ready to start over. Try playing as a different character, and it'll be like playing the game for the first time. (Well, almost.)

## Multiplayer Games

If you think the single-player game is fun, wait until you try it out with other human players. Multiplayer *Diablo* requires some of the same tactics as the solo game, with a few extra thrown in as well. The first strategy you need to use is diversification. Even though everyone wants to be the buff-looking Warrior, you really need at least one of each type. This allows each character to build on his or her strengths. For example, the Warrior should concentrate on strength and vitality. The Rogue should focus on dexterity and vitality, with a bit of emphasis on strength. The Sorcerer should put all his experience increases into magic. Likewise, when a treasure is discovered, distribute it to the character that can make the most use out of it.

There should also be a division of labor among the players. The Warrior should be used to open doors for close combat. The Rogue should check each chest for traps before the rest begin opening them and use a bow to attack the strongest creatures in a group while the Warrior whittles away at the weaklings. Finally, the Sorcerer is the heavy artillery, ready with a powerful spell to weaken a group before they can engage you. He can also stand back and heal the other characters when they are wounded.

Above all else, communicate with your fellow adventurers. Though each of you may be located on one of the four corners of the earth, take some time in the beginning to develop your own strategies and discuss them so that everyone knows their part. It's better to communicate in the safety of the town than in the dungeon with fireballs flying at you. I recommend choosing one player as the leader. In the heat of battle, you don't have time to debate the best way to kill a Blood Knight.

# Red Alert

Released in 1996, *Red Alert* was the eagerly awaited prequel to *Command and Conquer*. In an alternate reality, Germany never rose to power to begin World War II. Rather, the Soviet Union, under the leadership of Stalin, became a great empire with the goal of conquering (or, in their words, “liberating”) all of Europe. The European countries and their supporters form an alliance to stop the Red invasion. You, the player, can control either the Allied or Soviet forces in two separate campaigns.

## Mission Strategies and Tactics

Each campaign contains several individual missions that must be completed before moving on to the next. Listed below are brief summaries of the tactics and strategies needed to accomplish each mission successfully. While these are not the only ways that you can win, they’re proven to be effective by this author as well as others.

### The Allied Campaign

#### Mission 1 — Somewhere in the Snow

Move your forces south into the Soviet base. Use Tanya to eliminate the guards from long range and to blow up the power plants. Southwest of the power plants is a building guarded by two Reds. Take them out and Einstein will run out. Get him and Tanya north to the colored smoke, load them aboard the chopper, and fly them to safety.

#### Mission 2 — Silesia (Southern Poland)

Build up your base first. Don’t worry about spending a lot, because everything you build now you’ll use again when you return to this map in Mission 4. Set up defenses, such as pillboxes, to the northwest and southwest of your base. Reinforcements will supply your manpower needs. Send a group of rangers along the road to clear the area for the convoy. Move south, then west, and finally north. With your main force, destroy the Soviet base in the middle of the map. Once it’s gone, the convoy will appear.

## **Mission 3A — Poland (North)**

Use Tanya and the artillery together: Tanya for the infantry and the latter for structures. Rescue the Medic south of the start, then move west and south along the road. Clear out the base, capturing the construction yard and immediately selling it back for money and troops. Destroy everything else. Continue south and then east, and destroy the next base before moving north-east to take out the four bridges.

## **Mission 3B — Ukraine (South)**

The strategy for this mission is similar to that for Mission 3A. Move south and then east. Go north across the bridge, blow it up, and continue north to the next bridge. After blowing up the bridge, move west and then north to the last two bridges, blowing up each after crossing over.

## **Mission 4 — Silesia (Southern Poland)**

Build up your base, including a service depot. Position several rocket troops north and west of your base for air defense. Add perimeter defenses west of the ore field to the north as well as southwest of your base. Build up an assault force with light tanks and rocket troops, and head north then west to the enemy base. Use the tanks to attack and then withdraw, luring the enemy into ambushes with your rocket troops. Once the Reds are weakened, move in and destroy the base.

## **Mission 5A — Lithuania (North)**

Your spy begins in the northwest. Move him south and then east to enter the base from the south. Enter the war factory and the spy will commandeer a truck. Follow the road south through the enemy base and on to the SAM sites farther south. Move your spy into the prison to free Tanya. Have her destroy all the SAMs and as much of the southern base as possible. Before she is killed, withdraw and send her off in the chopper. The remainder of your force now lands in the north. Capture the northern base first, build up your forces, and then hit the southern base to win the mission.

## Mission 5B — Belarus (Center)

This mission is easier than 5A. Move your spy into the base and then into the war factory. The truck will take him to the prison where Tanya is waiting to be freed. The remainder of this mission requires the same strategy as Mission 5A.

## Mission 5C — Belarus (South)

Follow the same strategy used in Mission 5A.

## Mission 6A — Aegean Sea (North)

Begin by defending against attacks from the south, then move south and take the Red base. Build a naval yard and a few ships to take out the Red submarines. Also build a few transports for the assault on the eastern shore. Take along a few engineers to capture enemy structures. Use the gunboats for naval support. Once the enemy is weakened, send a spy into their research center and then destroy all remaining Soviet forces.

## Mission 6B — Aegean Sea (South)

Move your forces north to the middle of the map and build your base. After strengthening your forces, attack the Soviet base to the east and build up a navy to take out the Red submarines. Use these gunboats to bombard any Soviet structures on the north shore, such as power plants. Once you have some transports, send your forces across the water and take the northern base while sending a spy into the research center.

## Mission 7 — Bornholm

Build your base as far north and west as possible. Begin mining ore and set up defenses while building a few destroyers. Use these ships to bombard Reds attacking your base from the east. The ore trucks are your main targets. Setting some mines at the eastern approaches to the ore fields is also a good idea. With an armored force, move south and east to take out the Soviet complex. Then move east to destroy the Soviet power plants at the main base while your naval force begins sinking Red subs. Once the Tesla coils are cut off from power, move your main assault force into the main base. Destroy it, and then attack the sub pens.

## **Mission 8A — Southern Germany (West)**

Move your entire northern force south to the Allied base. Use the naval units for support. Train rocket troops and position them near the power plants as AA. If you sell the radar dome, you'll find a health orb to use once your force arrives at the base. Repair and strengthen it for the attack on the Soviet base in the northeast. Red units will attack your base from the north, east, and west. Build positional defenses, such as pillboxes and minefields, with artillery and tanks for mobile support. Once the enemy base is gone, you'll have no trouble with the attacks from off-map.

## **Mission 8B — Austria (West)**

The strategy for this mission is the same as that for 8A. However, you begin in the southeast, your base is in the north, and the Red base is in the southwest.

## **Mission 9A — Latvia (North)**

This mission is fairly easy if you execute it correctly. Build up your base on the north shore of your island. You'll need at least two transports, some tanks, and several rocket troops along with your spy. Land them on the shore opposite your base. Keep your spy safe while the rest of your troops head toward the Red base north of the beach. Take out the all dogs and then withdraw. Your spy can sneak into the base once the dogs are gone. Get Kosygin out of the command center. More dogs will appear. Repeat your attack against the dogs, and then withdraw to the transports with your spy and Kosygin. Get the latter to your base and you've won.

## **Mission 9B — Lithuania (South)**

This mission is harder than 9A, though it requires the same strategy for victory.

## **Mission 10 — Ukraine**

This is really two missions in one. Set up your base where you begin: in the southwest. Send out a few patrols of light tanks and eventually Apaches to the ore field north of your base to attack Red ore trucks. Once they are all knocked out and the Soviets are out of credits, begin your assault on the base in the northern center of the map. It is full of AP mines, so escort an engineer or spy to the command center in an APC. The second phase, the raid inside the command

center, begins at this point. Move your party north, east, and then all the way south. Find Tanya in the tank room and let her lead your party. You must put engineers in front of each of the five consoles to deactivate the nuclear rockets. These consoles are located in the east and southwest, with the remaining three in the north.

## **Mission 11A — Neva River, Russia (North)**

Set up your base where you begin. Build light defenses and at least six helipads with Apaches. Send the attack choppers to take out the construction yard on the eastern side of the map first and then attack the one in the western base, followed by the SAMs and coils on the island. Move your ground forces east to the river and deploy your second MCV near the water and build a naval yard south of the flow. Once you have several gunboats, send the Apaches out after the Red subs. If you can get a spy into the Soviet sub pen, activate the sonar pulse to reveal the position of all the subs.

## **Mission 11B — Neva River, Russia (South)**

This mission is more difficult than 11A; however, the same strategy applies.

## **Mission 12 — Russia**

Immediately move your force north and set up your base near the northern body of water. You'll need a naval yard and a cruiser to begin bombarding the enemy structures at their bases in the northwest and northeast. The Iron Curtain prototype in the northwest bases should be your top priority. Apaches can be used to hit the construction yards. Be careful not to destroy the research centers. Take an assault force to attack the northeastern base first, sending in engineers to capture the research center after enemy resistance has been neutralized. Do the same to the base in the northwest.

## **Mission 13 — Russia**

This is another interior mission, and it's very difficult. Be sure to save several times during this mission so you don't have to start over from the beginning. The key to this mission is finding the consoles that turn off the flame towers. Use both teams in concert to avoid unnecessary casualties. Move the north group forward to flame tower. Put an engineer next to the console, and

the flame tower will blow up. Then, move east until another tower is visible. Move the south group south to the generator, where one of your engineers will set an explosive when moved south of it. Heal any injured soldiers with the medics after each encounter. Move north and then east to a console, which will destroy the northern tower. Then go east and south to find another generator to destroy. Move east again until you spot another tower. Advance your north group to the next generator and console. With the south group, take out the patrols in the flame room. Next, send in an engineer along the southwestern wall to the console in the south and another engineer to the console in the now-clear northwest. Take the whole group south. The next console will activate a tower in a room to the south, frying a lot of Red troops. When it is done, move into the room and then west to deactivate two more towers and also destroy another generator. Move the north group east to the next generator room, then south and west into the flame tower room. Next, move south, east, and south again to a room with a lot of Reds. Shoot the dog and then send in an engineer along the wall to the console, which will destroy everyone else in the room. Move to the east and find another generator and console. Destroy the last two generators in the flame room.

## Mission 14 — Russia

Begin by having Tanya waste anything red that moves in the southern base, and then begin blowing structures. Send the thieves into pillage the silos. Set up your base on the ashes of the old. Build lots of tanks and a few Apaches. Put a naval yard in the southern lake west of your base. Using a string of silos and a string of pillboxes, Connect it to the northern lake, where you need to build another naval yard. Build destroyers and cruisers at each. Use these along with the Apaches to destroy Red ore trucks. Assault the super base in the northwest with a large ground and air force supported by naval fire. Make power plants a priority target so that the coils will have no power. After this base is destroyed, go after the command center to the northeast.

## The Soviet Campaign

### Mission 1 — Torun, Poland

This mission introduces you to the Soviet style of combat in *Red Alert*. Use a single soldier to scout around the map. Near almost every enemy unit are oil drums. Use your Yaks to strafe these and cause a chain reaction that will destroy the enemy units. You'll get paratroop reinforcements. Drop them into safe areas, out of enemy range, and then use them to attack. There is a health orb in the church to the west of your start position.



## **Mission 2A — Prussia (North)**

Build up your base and prepare to defend it from the north, south, and west. With some Yaks, attack oil drums near enemy units and harass the enemy base as well. Once you put together a small attack force, take it west across the fords and attack the Allied base from the north. Lead with your dogs since they have a better spotting range.

## **Mission 2B — Silesia (South)**

This mission is similar to, but much easier than, Mission 2A. If you destroy the enemy truck east of your bases as well as the church, you can find 4,000 credits right at the start. The Allied base is in the northeast, and the church in the southeast has a health orb.

## **Mission 3 — Southern Sweden**

Move your dogs to the southeast to attack the enemy soldiers and civilians, and you'll receive some reinforcements. Send a grenadier south of the enemy pillboxes, and target the oil drums to open a path. Several of the little brown houses on the map hold healing orbs that you will obtain if you destroy them. Continue south across the ford, and then move west. Move northeast through the valley maze and then northwest. Cross the river, and the spy will be awaiting his end.

## **Mission 4A — Germany (North)**

While you're setting up your base, send a couple of tanks and a V-2 unit west to destroy the church and earn some quick credits. Then move your units north along the western edge to destroy the Allied radar dome and power plant. The enemy base is in the center of the map. Destroy it, and then send patrols around the map to take care of any Allied stragglers.

## **Mission 4B- — Germany (South)**

This mission is easier than 4A, but the strategy is the same as. You'll find a church and an Allied truck east of your base for a total of 4,000 credits. The enemy base is in the northeast quadrant of the map.

## **Mission 5 — Khalkis Island**

Set up your base in the southwest, where you begin the game. Send a few infantry troops around the map on recon missions. Once you have built a few tanks, send them north to attack the Allied ore truck. With an assault force trained and ready to go, attack the enemy base in the northeast. Then, build a few transports to ferry some of your units to the island in the southeast and destroy the second Allied base.

## **Mission 6A — Slovenia (North)**

This mission is easier than Mission 6B. Build your base northeast of your starting position, behind the cliffs. Send out the spy plane and lone infantry on a recon mission to reveal most of the map. Once you have a good sized force, attack the enemy base to your north. Avoid the bridge in the eastern middle of the map — it is very heavily defended. Instead, take your trucks, led by your tanks and other combat units, north and then east along the northern map edge and across the fords to get to the other side of the body of water.

## **Mission 6B — Bosnia/Balkans (South)**

This mission is similar to 6A, but you must cross the bridge, which is the only way to the other side of the water. Set up your base northwest of your starting position. As in 6A, destroy the Allied base, located this time in the middle of the map, as well as the defenders on the western side of the bridge. Use V-2s and Yaks to attack Allied warships and drop paratroops on the eastern end of the bridge to secure that side. Move your trucks across once it's safe.

## **Mission 7 — Belarus**

Move your entire force south, following the red line until it divides into two lines and turns north. Move your force south and free your dogs by hitting the oil drums near the pillbox. Then move your force west, taking out any enemies along the way, and north to rescue the engineers. Head south and east. At the first intersection, send two engineers north and position them in the squares outlined in yellow to deactivate those stations. Move the rest of your force east and send two more engineers north at the intersection after the room with the crate and several enemy soldiers. Deactivate those two stations. Tanya and her men in the main control room will be fried within a few seconds, so move the two engineers at the western controls to the main room and deactivate the final station.

## **Mission 8A — Elba Island (North)**

Increase the size of your initial base and build up your forces. Be sure to take a transport to the island in the south for 4,000 credits and a health orb. Defend your base on the north and west. Once you have several submarines, send half clockwise around the island while the other half sail counter-clockwise. Destroy Allied warships and search for the enemy base in the northwest corner. Drop paratroops to take out the power plant. Assist with some Yaks, and take out the construction yard as well as the refineries. Once these are destroyed, the rest of the mission is just mopping up.

## **Mission 8B — Elba Island (South)**

This mission is nearly the same as 8A, only the terrain is a little different. Use the same strategy as the above mission.

## **Mission 9 — Southern Italy**

You begin by defending your base from a northern attack. Build up your base and force while defending. Build your airfield quickly. Once you have a spy plane and paratroops, send the plane to the northern edge of the map, a little east of center, and take a picture. When you spot the scientists, drop some parabombs and paratroops while flying in some Yaks to attack the truck in this vicinity.

## **Mission 10 — Southern France**

Since your trucks will follow the closest unit, assign one of your tanks as escort. Use your aircraft to attack Allied units along the way. Move west, south, and then west, attacking enemy structures along the way. When you come across the enemy base in the middle of the map, take out the AA guns with your tanks and then send in your planes. You'll get some engineers as reinforcements. Once the base is weakened, move them in to capture several structures, including the service depot to repair your vehicles. Continue advancing west until you come to the road and then drive your trucks off into the sunset.

## **Mission 11A — Brittany (North)**

This is one of the Soviet campaign's most difficult missions. Set up your base on the island directly north of your starting position. Send your subs around the shores on recon duty. You'll need lots of defenses, and I suggest aircraft and SAMs. Use your aircraft to attack the Allied navy in the central sea, north of your base. With a spy plane, locate the enemy base in the northern part of the map. Send at least seven MIGs to attack the construction yard. Power plants are the next target. After that, wipe out anything that is blue. There are lots of camouflaged pillboxes scattered, so you'll have to look carefully for them.

## **Mission 11B — Brittany (South)**

The strategy for this mission is the same as for 11A. You begin in the southeast. Move north and then west to land and build your base in the middle of the easternmost island. The enemy base is in the southwest, and the island in the north has only enemy units and lots of ore and gems to mine.

## **Mission 12 — Switzerland**

You begin in the northwest, attacking an Allied base. Build your own base on the ashes of the enemy's. This will be a big battle, so build a large base with two refineries and SAMs for air defense. Send strong patrols south to clear the area. Send a raiding party with some engineers to the southwest corner to capture an Allied tech center so that you can have a satellite in orbit, too. Once you have built up a strong assault force, attack the mainland Allied base from the east. The northern approach is mined. Next, clear the water of the enemy's navy with your air force and then attack the power plants on the island. However, don't destroy all of them or the chronosphere will explode. Land troops on the island with engineers to capture the three tech centers and the chronosphere.

## **Mission 13A — Portugal**

You begin in the northeast. Set up your base a little north and west of your starting position, using the ridges for defense. You'll be attacked right from the beginning. Use Tesla coils, SAMs, and other positional defenses to knock the steam out of the Allied attacks. With your spy plane, try to locate the main blue base in the south center of the map and the complex along the central western edge. Use your aircraft to take out construction yards and power plants, as well as enemy ore trucks in the field north of the central river. The radar domes are located in the southeastern quadrant of the map, along with the chronosphere.

## **Mission 13B — Gibraltar**

Though this mission is easier than 13A, you can still use the same strategy to achieve victory. The map is a little different, but enemy bases and structures are in the same general areas.

## **Mission 14 — Britain**

Set up your base immediately while your initial forces fight off the first of many Allied attacks. As soon as possible, destroy the bridges to the north to slow down the enemy. Get some subs in the water quickly to sink the blue navy, and then expand your base normally, with lots of air power. Use the subs to scout out the shoreline until you find the power plants. Take them out with aircraft. Use the spy plane to find the other power complex in the northeast corner. Use paratroops and aircraft to take this out. Continue your air attacks and add ground units for your final assaults on the two enemy bases north of your own. If you need some additional help, there are crates of health orbs on the southwestern island.



# Microsoft Flight Simulator 98

The king of flight simulators keeps getting better and better. While most of the main changes have been improvements in graphics or addition of a few new types of planes, Microsoft Flight Simulator 98 goes a step further and includes a helicopter: the Bell 206 B Jet Ranger III. This improvement will provide a new challenge to even the most experienced flight sim pilots. This chapter offers some basics on flying this new craft, as well as tips and hints on how to get through the flying challenges included in the game.

## Flying the Helicopter

As a flight simulator pilot, you have probably flown around skyscrapers and may have even tried to do a few touch-and-goes on their roofs. However, now you can take off and land on these structures with the Jet Ranger. Flying a helicopter is a little different than a plane. This section will help you get started on your career as a chopper pilot.

## The Controls

A helicopter uses three primary methods of control input: the collective, the cyclic, and the anti-torque pedals. In Flight Simulator, the joystick controls the cyclic. Pushing the cyclic backward and forward pitches the nose up and down. Pushing it to one side or the other changes the bank angle of the main rotor, which causes the helicopter to bank to either side. The collective is your primary method of altitude control, and you control the amount of collective by using what is normally the throttle control. Changing the collective actually changes the angle of the rotor blades themselves, giving them a steeper angle of attack. Finally, the pedals control the forces of the tail rotor. Pushing the pedals to the left causes the nose to yaw to the left and vice versa. A helicopter pilot must simultaneously coordinate the cyclic, the collective, and the pedals to maintain stable flight.

## The Pedals

A helicopter has what is essentially an enormous propeller mounted on its top. As the rotor blades spin, they generate a lot of torque, which makes the body of the helicopter want to rotate in the opposite direction. This means that as you increase the collective, you'll have to compensate by using the pedals to counteract the helicopter's tendency to spin. At the same time, you'll probably need to use some cyclic to keep the helicopter level.

## The Collective

Increasing the collective changes the pitch of the rotor blades, which changes their angle of attack. Adding more collective causes more lift to be generated. The collective is therefore your primary method of altitude and power control. As you add collective, you'll have to use the tail rotor to counteract the effect of the torque.

## The Cyclic

As a helicopter pitches its nose down, the rotor blades "bite" into the air, adding a horizontal component of lift similar to that generated by a propeller. Pitching the nose up causes a helicopter to slow down and even fly backward.

The pitch of the helicopter controls its airspeed. Changing the helicopter's pitch can also change its altitude, so you may have to add some collective to compensate. You may also have to use the pedal to counteract the torque created when you increase the collective, so get in the habit of using all three control inputs to maintain stability. Remember that small movements are the key to retaining control of the aircraft. Simply thinking about which direction to go is usually enough to get you there.

## Basic Flight Maneuvers

In some ways, flying a helicopter is easier than flying a fixed-wing aircraft because of its unique abilities to hover and stop on a dime. The maneuvers listed below are necessary to start practicing takeoffs and landings in your helicopter.



## The Hover

Just like an airplane, a helicopter uses wings to fly, except that a helicopter's wings are the blades of the rotor. As air passes over the curved top surface of the rotor blade, it generates lift, causing the helicopter to lift off the ground into a hover.

In order to hover, increase the collective to about 60 percent. As the helicopter begins to move, you may hear a scraping noise as the landing skids leave the ground. Increasing the collective also makes the nose of the helicopter want to swing around in the opposite direction, so you'll have to add a little bit of anti-torque pedal to correct this. If you add too much, you may go into a spin. If the nose starts to dip, pull back on the cyclic a bit and use left and right movements to keep you level. Pick a landmark on the horizon and try to maintain a constant heading.

Watch the airspeed indicator to see if you are still in a hover. If the nose is pitched down, you could start to pick up some forward speed and this may take you away from where you want to go. Raise the nose to decrease your speed and level it when you approach zero. If you keep pulling back, you will begin to fly in reverse.

## Forward Motion

Once you have gotten down the hover, pitch the nose down and begin to fly forward. This will actually make it easier to maintain the attitude of the helicopter. Try going to the virtual cockpit view by pressing the **[S]** key. You can steer the aircraft by moving the cyclic to the left and right. Speed can be increased or decreased by either pushing the cyclic forward or pulling back, respectively. If you fly past your target, you don't have to turn around. Just pull back on the cyclic until you begin to fly in reverse, and you'll back over it to try hitting it again.

## Landing the Helicopter

To land the helicopter, you'll need to slow down and maintain a hover over the target. At an airport, you would fly a normal left-hand traffic pattern with about a ten degree descent angle at 55 knots. As you approach the helipad, you'll need to transition to a hover by smoothly pulling back on the cyclic and increasing the collective to reduce your rate of descent. Your goal is to end up in a stable hover a few feet above the ground. A good way to see what is directly below you is to open up a small window with a view straight down. In the "Views" menu, select a window and then press **[SHIFT]** and **[5]**. Gradually reduce the collective to bring the helicopter down from a hover. Once the skids begin to scrape, drop the collective all the way down.

As you get closer to the ground, the wash from the rotor will hit the ground and then push you up, causing the helicopter to bounce. Decrease the collective to counteract this additional lifting force, called “ground effect.”

## Tips for the Helicopter Lessons

The lessons for learning to fly the Bell Jet Ranger can be quite tough in themselves. Here are a few tips to help get you flying safely.

### Normal Takeoff: Bell 206B Jet Ranger III

If you are like me, you’ll crash the helicopter several times while you are learning the basics of how to hover. To prevent all these crack-ups, hit the **[P]** key right as the lesson begins and change the “Aircraft” setting to “Ignore Crashes.” This will allow you to learn the basics without having to wait for the game to reload each time you crash.

The lesson begins with a smooth takeoff to a stable hover three feet off the ground. Smoothly increase your collective to 60 percent. As the helicopter lifts off, give it a little bit of left pedal to keep the helicopter from spinning. As the nose pitches, you’ll begin to move forward or backward. Gain a little more altitude by increasing the collective to give you some room for making corrections.

### Normal Landing: Bell 206B Jet Ranger III

This lesson is a bit easier because you start in the air, about two miles out of Meigs Field with some forward speed. Keep aligned with the runway and approach at less than 50 knots. Once you are over the runway, pull back on the cyclic to stop your forward movement and smoothly reduce the collective to touch down.

## How to Fly the Challenges

While flying from point A to point B can be fun at first, Microsoft Flight Simulator 98 includes several challenges that test your skills as a pilot. I have chosen some of the most interesting and difficult challenges and provided some hints to help you get through them without becoming a lawn dart.

## Beautiful Bay Area Night

You must land a Boeing 737 in the San Francisco Bay area at night. The plane begins lined up with the runway, so all you have to concentrate on is your speed and altitude, and don't forget to lower your landing gear. After you touch down, use the reverse thrusters to slow down quickly.

## Bell Carrier Ops (Basic)

While the helicopter can be difficult to fly at first, once you get the hang of it, this challenge is not too bad. Just fly straight toward the opening in the aircraft carrier. Keep your nose pitched down to maintain forward flight. Remember you are in a helicopter, so if you start getting a little low, increase the collective a bit instead of pulling back on the stick.

## Bell Carrier Ops (Challenging)

In this challenge, you are a very expensive elevator. You must carry the admiral from the mid-deck of the carrier to the flight deck. At the start, increase your collective to about 60 percent, then pull back on the stick a bit to begin flying slowly backward out through the other end of the deck. Once out, come to a hover, increase the collective, and then fly forward to land on the flight deck.

## Bell Carrier Ops (Difficult)

Now the admiral wants to go back down. Again back up off the flight deck and slowly decrease the collective until you begin to sink. Once at the level of the mid-deck, go into a hover, with collective at about 55 percent. Then, fly forward into the carrier. Use the anti-torque pedals to turn at this low speed.

## Bell Carrier Ops (Mastery)

This is for pros only. If you crash on this, just keep trying. It requires small, precise movements with the stick. Give it just enough collective to hover and then a bit of collective to begin moving forward. The anti-torque pedals should be used to turn the chopper so that you can fly out the correct exit.

## Bumpy Ride into Boston

This is a tough landing because the fog makes visibility nonexistent. You must use your ILS and little else to get you plane down on the runway. Stay above 400 feet because you begin about 12 miles out. Don't chase the ILS needles up and down. Instead, make small corrections to stay on the glideslope. At a mile, you should be able to make out the runway.

## Carrier Landing (Beginner)

So you think you are a Top Gun. Let's see you put a Cessna down on the USS Nimitz. Navy pilots come in for a landing with their throttles set near full. However, they also have an arrestor hook to quickly bring them to a stop. Your Cessna does not include a hook, so you'll have to come in slow so that you don't run off the end of deck. Come in at near stall speed with full flaps and at low altitude. Cut the throttles once over the deck and hit the brakes after the wheels touch down.

## Carrier Landing (Challenging)

Now you must land on the carrier with a Learjet. You'll need the entire length of the deck, so if you don't touch down near the edge, give it some power and make another approach. Come in at less than 100 knots and, as soon as you touch down, hit **[F1]** to cut the throttle. Quickly hit **[3]** three times to engage reverse thrusters, which will cut your stopping distance considerably.

## Carrier Landing (Difficult)

This is similar to the last challenge, but there are strong winds and turbulence. You'll have to use your crosswind landing skills to pull this one off. Slowly descend through the clouds and then line up with the carrier. Make a pass over it and then come around for a landing.

## Carrier Landing (Mastery)

While landing a Sopwith Camel on a carrier is not too difficult, try doing it from the "Spot Plane" view. Make small corrections with the stick and watch your throttle. Because it's a tail-dragger, don't use the brakes or you'll do a nose plant right into the deck.

## Cross Country (Basic)

You will use VFR in the Chicago area for this flight. Depart Champaign and head to Meigs Field. Set the autopilot to hold your heading and then increase the time multiplier to decrease flight time. Land at Meigs and then take off for O'Hare. Fly this challenge with very dense scenery and watch out for the traffic.

## Cross Country (Challenging)

Now you will be using VOR navigation. Take off from Paine Field and tune in to the Tatoosh VOR at 112.20. After landing there, take off and fly south to Hoquiam (117.70), then to Astoria (114.40), and finally Olympia (113.40) before returning to Paine Field.

## Cross Country (Difficult)

Now you are in France. Take off from Toussus-le-Noble and follow the OBI to the next airport. NAV 1 and the ADF are already tuned in. Follow Radial 51 to Paris and then center the ADF needle to fly to the Orly NDB. Finally, on the way, tune into the ILS on Runway 26 (109.50) and make a night landing.

## Cross Country (Mastery)

Take off from Logan Airport in Boston and fly to Martha's Vineyard. Land with ILS (108.70), and then take off again toward Long Island. Tune into the Hampton VOR when you are in range. Land at JFK with the ILS (110.9) and then fly back to Logan.

## Crosswind Landing (Basic)

You must land your Cessna at Martha's Vineyard with a steady ten-knot crosswind. Keep the nose of the aircraft pointed slightly to the right of the runway to keep your flight path aligned with the runway. As soon as you touch down, be prepared to steer down the runway.

## Crosswind Landing (Challenging)

Now you must land your Cessna at Van Nuys with a steady 15-knot crosswind. Auto-coordination is off, so you must correct with the rudders. Gear is down to start with, so don't raise it by accident. Now practice the slip. Bank a little to the left and add a little right rudder to stay aligned with the runway. Your wings must be level when you touch down or you'll crash.

## Crosswind Landing (Difficult)

Now you must land your Cessna at JFK with a steady 32-knot crosswind. You have to lower the landing gear this time. Use the rudders to crab by pointing your nose at an angle to the runway so that your flight path is aligned with it. You'll also have to slip right before you touch down in order to line the plane up with the runway.

## Crosswind Landing (Mastery)

You have a 40-knot crosswind at O'Hare. You'll have to crab at a significant angle and slip occasionally due to turbulence as you approach touch down. If you have trouble with this, press ☐ and watch the instructor land the plane.

## Daredevil (Basic)

This stunt involves landing your Cessna in the LA Coliseum. Right from the beginning, throttle down from full power, put on full flaps, and lower your landing gear. Just before you get inside the gate, throttle down to zero and pull the nose up slightly. Hit the brakes immediately after touch down.

## Daredevil (Challenging)

Fly a loop around the Golden Gate Bridge in your Cessna. Throttle down to 50 percent power, and then dive the plane to fly under the bridge. Once clear of the bridge, go to full power and pull back on the yoke. Watch the artificial horizon and, at the top of the loop, decrease your power back to 50 percent and level off a bit until you pass by the bridge. Then pull back on the yoke again and dive under the bridge again.

## Daredevil (Difficult)

Now you are flying inverted through New York City at night. Try flying between the Twin Towers of the World Trade Center. Try this one from the “Spot Plane” view for a real challenge.

## Daredevil (Mastery)

Turn off the auto-coordination for this one, and fly vertically between the buildings. Watch your VSI as you make steep, banking turns so that you don't lose too much altitude. Try landing on the streets of the city as well.

## Easter Island Roll

While rolling a Cessna is no big deal, you have to do it with a 737. You must be careful since you'll lose a lot of altitude during this maneuver. Raise the nose to about +150 and increase speed to 250 knots. Make sure that your altitude is at least 5,000 feet and auto-coordination is off. Bank hard right with right rudder. As you become inverted, push forward on the stick a bit to keep your nose up and then continue the roll to level flight.

## **Emergency Descent**

This is not too difficult. Drop your throttle to ten percent, extend your spoilers, and fully extend your flaps. Make a 90-degree turn to the left, and dive at a 17-degree angle. The flaps, spoilers, and low throttle will ensure that you do not exceed 280 knots. Now just bring the plane on in.

## **Follow the Leaders (Basic/Difficult/Mastery)**

The key to these challenges is to keep the other plane in sight. Adjust the time to .5x or 2x if you are having trouble or if it's too easy. Watch out for other air traffic during your flight.

## **IFR Cessna (Basic/Challenging/Difficult/Mastery)**

All levels of this challenge are similar. The variation is in the flying conditions you encounter. Take off and turn to a heading of 230 degrees to intercept the localizer. Climb to 5,000 feet and hold until you have an approach to Runway 32L. The Challenging level adds wind, Difficult a cloud ceiling you must climb above, and Mastery a thick fog.

## **IFR Learjet (Basic/Challenging/Difficult/Mastery)**

This is very similar to the above challenge, except that you'll be flying a Learjet. Take off and head to 230 degrees. Climb to 5,000 feet and make a pair of 90 degree turns to line up with Runway 32L.

## **IFR San Francisco (Basic/Challenging/Difficult/Mastery)**

The only difference in the levels is the flying conditions. Begin with the Basic level to get a feel for the area, and then advance through all the levels. In each level, you must descend from over 20,000 feet down to 4,000 feet and then turn to 280 degrees when you intercept the San Jose VOR. Then descend to 1,800 feet until you hit the glideslope to the airport.



## **Inverted Flight (Basic)**

This is really basic. You begin at around 700 feet, with no engine or gas and inverted. However, you do have over 100 knots of speed. Quickly roll over to get right side up and then glide into the runway.

## **Inverted Flight (Challenging)**

This challenge is similar to the Basic level, but this time you have less than 20 knots of speed and only 650 feet of altitude. Quickly roll over and set a straight glide for the airstrip. Lower your landing gear at the last second or the extra drag will reduce your speed enough to prevent you from reaching the runway.

## **Inverted Flight (Difficult)**

Same as above, but the margin of error is even less.

## **Inverted Flight (Mastery)**

Stay inverted until you come under the cloud ceiling. Then roll it over when you can see the runway, and glide it in.

## **Inverted Flight (Atlanta)**

This is a very difficult challenge. Line up on the runway and then flip as you approach. The goal is to fly inverted, 50 feet above the ground, for the entire length of the runway. Turn off auto-coordination and use your rudders for directional control.

## **Landing Blind at Heathrow**

This is a zero-visibility landing in London fog from about 15 miles out. The runway is at 400 feet, so stay at 1,000 feet until you intercept the glideslope. This long approach can be nerve-racking without any visual cues, so just concentrate on the ILS and keep it lined up.

## Lost in Rio

You could be in real trouble here. You are in your Extra with a cloud ceiling of 600 feet and only a couple miles of visibility. Oh, did I mention you are low on fuel, too? There are three airports within 20 miles of your location, but you must find them. Also, there are several mountains nearby, so stay out of the clouds or you may run into one. Here's how to get back on the ground.

From the beginning, fly at a heading of 260 degrees until you come to the water, then follow the coastline to the right, staying a half a mile off the shore. You'll eventually see an airport to your left. The landing should be pretty easy, and you'll have fuel to spare.

## Lost in the USA (Basic)

You're cleared to land at Martha's Vineyard on Runway 24. You begin over the Providence VOR. It's fairly easy to find Martha's Vineyard from here.

## Lost in the USA (Challenging)

You must fly to the Oakland International Runway 27R. Get out your charts. You may also experience odd aircraft system malfunctions during the flight.

## Lost in the USA (Difficult)

You must find Boeing Field in your Learjet and land on Runway 13R. Head for Paine Field, then take a heading of 180 degrees toward Boeing Field. You will pass by downtown Seattle. Stay around 7,000 feet to avoid the clouds and keep your visibility good.

## Lost in the USA (Mastery)

For this challenge, you must set your VOR frequency and fly to it. Since the VOR is not on the runway, once you find it, turn to a heading of 310 degrees to find the landing strip. The clouds are low, so you'll have to fly at an altitude of around 500 feet to keep the ground in sight. Watch out for the turbulence.

## Manhattan Bridges Race

The challenge is to fly around Manhattan Island while staying lower than 300 feet and flying under all the bridges. That is not too difficult. However, for those of you feeling a little daring, try the entire course inverted.

## Mountain Flying (Basic)

You take off from Livermore, Calif., and basically fly straight from the runway. The first airport you see is Hayward Airport, your destination. Follow a heading of 250 degrees and keep an altitude of 500 feet. If you go higher, you will be in the clouds; flying lower will run you into a mountain.

## Mountain Flying (Challenging)

You are a new postal pilot and must take the mail to Van Nuys, Oh, by the way, the year is 1920. You must fly over some mountains and must find the airport with your Mark One eyeballs.

## Mountain Flying (Difficult)

Here's a *challenging* challenge. You must make a landing on a road running along the left side of the lake below you. Unfortunately, you must descend through thick patches of cloud that obscure the mountains below. Take your descent slowly and keep an eye on your airspeed. It's easy to overspeed and fly your Cessna apart when you are trying to lose altitude.

## Mountain Flying (Mastery)

This challenge is one rough ride. There's a lot of turbulence over the mountains of the Cascade Range. Fly west, and head for Seattle while watching out for mountains.

## New York Movie Flight

Here's something you've probably always wanted to do: fly among the skyscrapers of New York. If your machine can handle it, put the scenery complexity as high as possible. Start out by buzzing the Statue of Liberty, and then fly between the towers of the World Trade Center. Even try doing touch-and-goes on one of the narrow streets below.

## Out of Gas (Basic)

We all know what a pain it is to run out of gas in a car. However, in a plane, you can't just pull over to the side of the road and walk to the gas station. You must first find a place to land. The Basic level is not too bad. You still have a little bit of fuel left. Immediately raise your gear to reduce drag. Then you can either increase your power to gain altitude or reduce power to sustain low power for as long as possible. Above all, find a runway and get your plane on the ground.

## Out of Gas (Challenging)

Now you're in a 737 at 40,000 feet. To quickly decrease altitude, use your spoilers and flaps to slow down your descent. However, keep enough speed or your aircraft will drop like a rock. Passenger planes aren't very good gliders.

## Out of Gas (Difficult)

Right at the start, turn to a heading of 290 degrees, which will take you to an airport. You'll really have to conserve your energy, namely speed and altitude, since you'll have to do some maneuvering to line up with the runway.

## Out of Gas (Mastery)

Your Cessna is at 4,000 feet with no power at all. There's also quite a bit of turbulence. A heading of 115 degrees will put you on a perpendicular path to the nearest runway. Once it's in sight, change your course slightly so that you can swing around and hit the runway without wasting a lot of time lining it up.

## **Partial Panel (Basic/Challenging/Difficult/Mastery)**

Each of these challenges puts you on a landing approach with some, few, or none of your instrumentation working properly. Learn to use back-up instruments when the primaries fail.

## **Perfect Pattern (Basic/Challenging/Difficult/Mastery)**

As noted in the instructions, before trying these challenges, select “Flight Analysis” from the “Options” menu, then choose “Course Tracking,” “Record Course,” and “Display Course.” You must then attempt a perfect pattern at 1,000 feet. The only substantial difference between the levels is the wind velocity.

## **Remote Control (Basic)**

The remote control challenges require a different state of mind to complete them successfully. For the Basic level, you need to take off from Meigs Field in a Cessna and then land again; however, this is easier said than done. It’s best to take off, do a long turn, and just come right back in for a landing.

## **Remote Control (Challenging)**

This time you have a Cessna lined up on the runway with only a few hundred feet to descend. If you keep the stick centered and just manage the descent, you’ll be able to land with minimal difficulties. Keep an eye on your speed as you descend.

## **Remote Control (Difficult)**

In this challenge, the Cessna will fly directly over you, thus causing a sudden change in control input. You’ll want to bank a turn to the left, then turn right to come around for a landing. Watch your speed while you try to line up a landing at Meigs.

## Remote Control (Mastery)

This challenge is similar to the previous three, with the exception that the viewpoint is a little different. And yes, for some reason this really is more difficult. Don't let your plane get too far away or it will be impossible to fly back for a landing. Stay calm — the previous remote control challenges have prepared you for this.

## Sailplane (Basic)

The sailplane challenges have you groping for altitude and thermal currents to get to a runway. Keep on the course you start with until you clear the ridge; there will be lift on the seaward side. Then head north to find the nearest runway.

## Sailplane (Challenging)

Fly straight — a thermal awaits you directly ahead. You'll have to do a tight turn to stay in the thermal to get some altitude. Get to an altitude of around 5,500 to 6,000 feet, then head to 220 degrees to find an airfield where you can land.

## Sailplane (Difficult)

All you have to do is just test the sailplane out. Have fun.

## Sailplane (Mastery)

Fly straight ahead, gaining altitude as much as possible. Look for a runway on the right side of the city. A heading of 350 degrees will get you to one.


## Spot Remote (Basic)

This is your first chance to get a feel for flying a Spot Remote challenge. This is one of the best views because you get to watch your plane flying, and you can see how each change in the controls affects the plane's attitude. Adjust your angle of view to find the best angle for flying. I suggest directly behind the plane and just a little above. For this flight, you'll be flying the Sopwith Camel.

## Spot Remote (Challenging)

Now you have to fly a Learjet in Spot Remote mode. Unlike the Camel, you must think farther ahead since the plane is traveling much faster. Explore the scenery and then choose a view behind the plane when you decide to land.

## Spot Remote (Difficult)

In this challenge you must fly a sailplane over Sausalito, Calif. This is the most difficult of all the planes to fly in this mode. Stay behind the plane to prevent a stall. Any mistakes will be magnified since you have no power. Press the  key to go into a wide-angle "fisheye" view.

## Spot Remote (Mastery)

It's time to graduate from this challenge. You begin at Van Nuys with a Cessna. You must take off, fly around, and then land again at night. This will make judging distance, especially your altitude above the ground, a little more difficult. When coming in for a landing, turn off your lights so that they don't interfere with the lights of the runway.

## Under the Eiffel Tower

In this maneuver, you are flying the Extra 300S. This nimble aircraft is fairly easy to fly under the Eiffel Tower — the important part is making sure you line up square with the tower. You begin at a diagonal with the legs of the tower. Therefore, swing to the left and approach the tower through the park. You'll have plenty of room to line up with the tower so you can fly under it.





# Age of Empires

*Age of Empires* took real-time strategy gaming into the historical realm. Instead of fighting orcs or aliens, the player commands historical groups in realistic scenarios. The game includes four campaigns covering different time periods and geographical locations. Strategies and tactics for each of the scenarios in the campaigns are included below.

## Ascent of Egypt (The Learning Campaign) Hunting (8000 BCE)

This is a fairly easy scenario that allows you to learn the basics of the game. Your mission is to increase your tribe's population by creating seven Villagers. To do this, you'll need to hunt gazelles and provide food for the additional Villagers.

Each Villager requires 50 RPs of food for creation. For every gazelle you kill and butcher, you'll gain 150 RPs. You begin with only 30 RPs of food, so send your first Villager out to hunt. Once a gazelle is killed, your Villagers will have to carry the meat back to your Town Center. To decrease the amount of time it takes to butcher and carry the meat back to town, kill the gazelles as close to your Town Center as possible. By moving a Villager around the gazelles, you can herd them toward your town and then kill them when they are close to the town.

The Town Center will support only four Villagers. Therefore, you must use the wood you begin the scenario with to build a House that will allow you to create an additional four Villagers.

## Foraging (7000 BCE)

Now that you have mastered hunting, it's time to start gathering edible plants as a supplement to your tribe's diet. The objective of this scenario is to build a Storage Pit, a Granary, and a Dock. You begin with a Town Center, three Villagers, and no resources whatsoever.

Since your goal is to build structures, your primary need is wood. Put all three Villagers to work cutting down trees and bringing the cut wood back to the Town Center. Build a House and then have a Villager gather some food from the berry bushes so that you can create three or four new Villagers. As enough wood is harvested, have a Villager begin building the required structures while the rest continue cutting. Build a Storage Pit first, across the stream near several trees. The Villagers will then bring the wood to the Storage Pit instead of the Town Center, saving a lot of precious time.

## Discoveries (6500 BCE)

In this scenario, you are racing against another tribe, the Libyans. Your mission is to discover five sacred sites and claim them for your tribe before the Libyans can do the same. The sacred sites can be identified by the figure of a white horse etched into the ground.

Begin by producing Villagers, gathering food, and cutting wood. Build a couple houses so that you can support more Villagers. Once you have at least six Villagers, group three of them together and begin going for the Discoveries. The remainder of the Villagers should continue to work to produce more Villagers.

The first Discovery is located a short distance west of your town. The second is farther away to the north. Both are guarded by lions, but your group should have little trouble killing them. The third site is located southeast of the town, while the fourth is on the plateau northeast of your town and near the Libyan Town Center. The final Discovery is located in the northeast corner of the map.

The Libyans also will be claiming the Discoveries. When your group encounters a Libyan unit, attack it. As Villagers are lost in battle, either to lions or Libyans, send out new groups as reinforcements.

## Dawn of a New Age (6000 BCE)

For this mission, you must advance to the Tool Age by building at least two Stone Age structures and then stockpiling at least 500 RPs of food. You begin with a Town Center and three Villagers.

Now that you have mastered hunting and gathering, you can begin fishing to provide food for your tribe. While two of your Villagers cut wood, the third should begin fishing near the Town Center. Once you have enough wood, build a House for more units and then a Dock. At the Dock, build several Fishing Boats. These boats will provide the necessary amount of food to advance to the next age.

While your boats are fishing, build a Storage Pit or Granary that, along with the Dock, will provide the structures for the advancement. Your Villagers can then either take a break from their labors while the Fishing Boats work, or you can send them to slaughter an elephant for food. After you have the required structures and 500 RPs of food, select your Town Center and press the "Advance to Tool Age" button. The scenario will end once the progress meter reaches 100 percent.

## **Skirmish**

You have learned the domestic skills needed to survive in the ancient world. Now it's time to fight. Neighboring tribes have been raiding your village. Your objective is to destroy the other tribes. To accomplish this task, you have four Axemen and three Bowmen. Note that you don't have any Villagers. Therefore, you don't have to worry about gathering resources. However, by the same token, you can't create new units. You must defeat the enemy with the seven units you begin the scenario with.

Since Axemen fight up close while Bowmen can attack from a distance, separate the types into two groups. The enemy is spread out around the eastern part of the map. Begin advancing on them slowly, with your Axemen in the lead. When an enemy unit is located, order your Axemen to rush in while your Bowmen fire from a safe position. Bowmen are not good at close combat, so be sure to protect them from enemy units. Also, avoid enemy Archers firing down on your units from the cliffs. With this elevation advantage, they have a 25 percent chance of tripling the damage they cause your units.

## **Farming (5000 BCE)**

The objective of this scenario is to stockpile 800 RPs of food and control a Ruin in the south. Although this may not sound too difficult, an enemy tribe is located across the river and will send units to attack your village.

You begin with a Town Center, a Barracks, three Villagers, and three Clubmen. Produce two more Villagers quickly and begin chopping down trees for wood. Build a Market and then a few Farms to produce food for your tribe. With the food from your Farms, upgrade your Clubmen to Axemen. Also build an Archery Range and begin producing additional Axemen and Bowmen.

The enemy must cross the river at one of two shallows. Keep some troops at each for defense while you build up your army. Also, send a few units to claim the Ruin near the southern river crossing. Once you have at least ten military units, send them across the river to attack the enemy army and town. Though their destruction is not necessary for victory, it will make your job a lot easier. Plus, you'll gain additional combat experience.

## Trade (2000 BCE)

The Pharaoh wants to build a large new temple and has asked you to contribute 1,000 RPs each of gold and stone. There isn't enough gold on the map to mine the required amount, so it must be obtained through trade.

You begin with a small village and three Villagers. There are three other tribes on the map as well: Libyans, Canaanites, and Minoans. Begin by building a Dock and a small army. Also send a few Villagers to the northeastern edge of the map to locate several Stone Mines. Build a Storage Pit near them and begin mining.

Once the Dock is completed, construct several Scout Ships and search out the seas. The Canaanite Dock is located near the center of the map. Once it is found, build at least three Trade Boats and begin trading wood or food for gold. The other tribes will try and break up this trade, so keep your Scout Ships nearby for protection.

When the Stone Mines have been depleted, you'll have to take some mines from the Minoans. On their small island in the southwest, they guard their mines with some siege weapons. Use your naval vessels to attack them. Then transport a few Villagers to build a Storage Pit on the island and begin mining stone.

## Crusade (1900 BCE)

In this scenario, you learn how to use a new type of unit: the Priest. Priests have the special ability to convert units to your side. With the Priest, you must convert (capture) the enemy's powerful new weapon called a Ballista. Once it's converted, you can use the unit just like any of your other units, even against the enemy.

While this may seem easy at first, the Ballista can easily kill a Priest before the conversion process is complete. Therefore, you must build up a conventional army to help protect the Priest. The Ballista is located in the southern part of the map. Use your regular troops to distract the Ballista while the Priest moves in to convert it. Though you may lose a few of your units, the Priest must be protected. Be careful not to destroy the Ballista or you will fail. Once the Ballista is converted, bring it back to your Town Center and the scenario will be completed.

## River Outpost (1700 BCE)

This scenario has you expanding your empire by constructing an outpost on an island in the Nile River to help prevent raids by your Nubian neighbors. Although this scenario may seem fairly simple, you must follow several steps to successfully complete it.

First off, you must build up your town, which will need at least ten Villagers to provide the necessary resources. To complete the scenario, you must advance to the Iron Age. You also will eventually need to build a Government Center so that you can build a Town Center on the island. Begin by chopping wood so that you can build several Docks for ships, a Market so that you can build several Farms, and an Archery Range for missile troops. You won't need a large land army, so concentrate on a navy with many Triremes.

Send at least six Triremes west along the river to the island. It is guarded by several Nubian Towers. Concentrate the fire of all of your ships on a single tower at a time to clear the island of the enemy presence. Then use your vessels to kill any alligators and lions that would pose a danger to your Villagers. Transport your Villagers to the island and build a Town Center and then a Storage Pit. Put them to work mining stone and then build two Guard Towers to complete the scenario.

## Naval Battle (1650 BCE)

The Libyans have captured one of the Pharaoh's ships carrying a treasured artifact. Your mission is to recapture the artifact and return it to your Town Center. This will require a three-part strategy.

The first part of the strategy is to defend your town. The Libyans will send ships and eventually land units to attack you. Therefore, you must build a strong navy of upgraded Triremes as well as a land force to deal with enemy troops. Use some of the stone you have to fortify your town.

Once your town is secure, you must take complete control of the seas. Send your navy to attack all enemy ships as well as their Docks to prevent them from building new ships. Use your ships in groups instead of individually so that their firepower is combined. Also use your ships to take out enemy towers along the coast.

The final phase is an amphibious landing on the Libyan shores. You'll need a large army that is continuously reinforced to fight your way to the artifact, which is located in the north. Once it is retrieved, return it to your Town Center.

## A Wonder of the World (1625 BCE)

The main goal of this scenario is to build a Wonder. This means that you'll have to mine a lot of stone, as well as advance to the Iron Age. There are two other tribes on the map. The Minoans are located in the southeast and make good trading partners. The Canaanites, located in the western corner, are hostile and will not only interrupt trade, but also attack your town.

Right from the beginning, begin chopping down trees and building Warships. Sink the Canaanite Transports before they can land their troops, and then destroy their navy. Once the waters are clear, your merchant ships can trade unmolested.

Your Wonder will require a lot of stone. Stone Mines are located along the northwestern edge of the map as well as on an island in the far eastern corner. Building the Wonder will complete the scenario for you.

## Siege in Canaan (1450 BCE)

This is the final scenario in the Egyptian campaign. The Pharaoh has ordered you to destroy the Canaanite Government Center. To do this, you'll have to destroy most of the Canaanite army.

You begin in the south, and the Canaanite town is in the north. A river running east to west divides the map in two. There is only one shallow crossing point. If you can gain control of this, then you can prevent enemy raids into your territory and launch attacks of your own. However, before you worry about the crossing, you must clear the southern part of the map of enemy units. Then build towers to guard the crossing.

Build up a large army. It should contain a lot of siege weapons with long range for taking out enemy towers. Priests can also come in handy with their ability to convert enemy units to your side. The Government Center is well defended. The key to victory is to take your time and slowly eliminate the Canaanite defenses before advancing to the next position. Once the Government Center is destroyed, the scenario and the campaign will end. You need not destroy everything on the map.

## Glory of Greece

### Land Grab (2000 BCE)

In this scenario, you must build five Farms and destroy all the Farms of your rivals, the Dorians. To begin, you must establish a village by building a Town Center, several Houses, and a Barracks. Build a Dock on the lake and a few fishing boats to provide food for your tribe. There are also other sources of food that can be obtained through hunting and gathering.

The Dorians will harass you right from the beginning. A good strategy is to use walls and towers to seal off your northern border. This will allow you time to build up your army and also take land from the Tirynians to the east. Advance to the Tool Age and upgrade your Clubmen to Axemen and begin your attack on the Dorians. Once their Farms are destroyed and you have built five of your own, the scenario is completed.

### Citadel (1500 BCE)

As Greece expands, you come into conflict with the Thebians, who also desire a great empire. You must gain control of a contested region by capturing an ancient Ruin and then building two Sentry Towers near it. At the beginning of the scenario, you are in a strong position with a good amount of resources. However, the war with the Thebians will quickly deplete these.

The Thebians will begin sending raids against your town right from the beginning. They must cross the river at a shallow area northeast of your village. The best strategy is to build a wall around this crossing along with a tower or two to block the Thebians' passage. With this done, build several Docks on the shore west of your town. Construct a few ships and transport a large army of troops with a few Villagers to the island in the west. Continue making your way north, mining any gold or stone you find along the way.

Amass a large army with Priests and siege weapons before beginning your attack on the Thebian village. Attack their towers and Priests first, and then assault with a massive charge of your ground units. Once the enemy is destroyed, locate the Ruin and build the towers near it.

## Ionian Expansion

For this scenario, you have a choice of objectives. You can either locate three Ruins on the map or build a Government Center on Ionia inside the flagged region. Locating the Ruins is a bit easier, but this strategy will involve the latter objective.

The key to this scenario, no matter the objective, is to gain complete control of the sea. Build several Docks and begin producing Warships as quickly as possible. You will also need a lot of gold. Most of the gold is located on several islands. Once the seas are clear, transport some Villagers to the largest of these islands, build a Storage Pit and then begin mining.

The flagged region is in the northeast portion of the map. It is surrounded on three sides by cliffs, with the only opening in the southeast. This opening is protected by an Ionian stronghold. Land some of your troops, along with Villagers in the northeast and build a Town Center and a village. This will be your main base for attacking the Ionians. Once they have been destroyed, build the Government Center to win the scenario.

## Trojan War (1250 BCE)

In this scenario, taken right out of the pages of the *Iliad*, you must kill Hector and then capture Priam's treasure. As with previous scenarios, you must gain control of the sea. Build several Docks and then begin pouring out Warships. Protect the Docks with towers, and fortify your city with walls and towers because Hector and his Trojan army will try to send raiding groups against you.

This scenario requires a lot of gold to build a large army. An island southeast of your village contains several gold mines. The mines are protected by lions, so clear the island with fire from your ships before landing Villagers.

Troy is located in the eastern corner of the map. Land your troops as far south of the city as possible and bring along a few Villagers to begin building a base on Trojan territory. The enemy won't leave you alone to build in peace, so be sure to have enough troops for defense. Build a Temple, an Academy, and a couple of Siege Workshops to produce a large army. Most of the Trojan army will be destroyed outside the city. However, you must still enter the city from the south, locate the treasure, and take it out of the city. By the time you do this, Hector has probably already been killed.

## I'll Be Back (1200 BCE)

This is a tough, but interesting, scenario. You begin with just a few units in a Minoan fortress. You've been betrayed by the Minoans, who now want to kill your units. Fight your way out of the fortress and board a few Transports, which will sail your surviving units to an Allied town in the southern corner of the map. Once you have unloaded the troops, move your Transports to a safe location. You'll need them later. The objective of this mission is to return to the Minoan fortress, destroy the Temple, and capture the artifact.



Your troops must move overland, through forests and across another body of water to reach your Allies. Gather together your new army and retrace your steps to the enemy. There are many enemy Towers that must be taken out along the way. Once you reach the fortress, beware of the Seven Yellow Old Men. They're all Priests and will convert some of your troops to their side. Kill them as quickly as possible. With them out of the way, destroy the Temple and get the artifact to win the scenario.

## Siege of Athens (431 BCE)

Athens is under attack by the Spartans. To win this scenario, you must capture the Spartan baggage train represented by the four artifacts located in the southwest. At the beginning, move all of your units inside the walls of the city.

You don't really have to worry about the Spartans causing much damage to Athens. The city has very strong walls, and the towers will make any attacks costly to the enemy.

The key to this scenario is to maintain mastery of the sea. As long as you do, you can trade with other Greeks. Use the gold gained by trade to build up a large army. Give your troops all of the technology that you can in terms of weapons and armor to provide them an advantage over the enemy. Once this is done, march your force through the Spartan army and capture their baggage train.

## Xenophon's March (401 BCE)

This is a very interesting scenario that simulates Xenophon's march out of Persia. You begin with an army including Villagers and a Priest. The Priest is extremely valuable, so protect him along with your Ballistas. Your journey takes you through a narrow path full of wild animals and enemy units. Take your time since there's no reason to rush.

When you come to a small enemy village near a river, build a Storage Pit and several Houses, then chop wood to build a couple Transports for crossing the river. Also build a few Triremes for fire support on your march. Cross the river and follow the path to the next village. The Triremes can be used to destroy the village. Now your force must head inland. In the eastern corner, you find several Gold Mines. Build another Storage Pit and have your Villagers begin mining.

Near the center of the map is a walled city containing the artifact. Build a Siege Workshop and then siege weapons for your assault. Once you have blasted your way through the city's walls and captured the artifact, build a Dock and a Transport and sail the artifact to the Government Center in the northern corner of the map.

## Wonder (331 BCE)

In this scenario, you must either destroy all the enemies or their Wonders. At the beginning of the game, the Lydians will be putting the final touches on their Wonder. You then have 2000 years to destroy it. The Lydians are located in the eastern corner of the map. Put your Villagers to work building a Siege Workshop and then produce at least six Ballistas. Use cavalry to protect your Villagers. Use the Ballistas to smash through the Lydians' walls and destroy their towers while the cavalry units rush in to destroy the Wonder.

By now, the Phoenicians should have finished their Wonder. Use the same tactics you used against the Lydians to destroy the Phoenicians' Wonder. Since the city is located near water, you also may want to build a Dock and several Warships to help bombard the city. While all of this is taking place, the Persians to the north will make frequent raids against you. Therefore, keep several units in reserve. Don't worry about destroying them totally. Once both Wonders are destroyed, you win the scenario and the campaign.

## Voices of Babylon Holy Man (1760 BCE)

Your mission in this scenario is to convert or destroy the Elamites and Akkadians. Though this may not seem too unique, you only begin with a single unit: a Priest. If you need more units, which you will, you must first convert them. Your Priest begins in the southern corner of the map. Move north until you cross the river and then east into Akkadian territory. There, begin to convert the Akkadian Villagers and use them to build first a Town Center and then other structures for your village. Continue to convert as many Akkadians as possible. Be sure to also build a Barracks and begin producing troops to defend your village.

The Elamites are an aggressive tribe. If you try to convert them first, they'll simply kill your Priest. Therefore, once all the Akkadians have been converted or slain, build up an army and head west across the river to the territory of the Elamites. There, you must destroy all of the enemy units to complete the scenario.

## Tigris Valley (1755 BCE)

You've been ordered by Hammurabi to retrieve two treasures that were taken by your enemies. For this mission, you are given a Town Center and three Villagers located on an island with many resources. Begin by moving your Villagers to the coast in the southwest and building a couple Docks and then producing Scout Ships. Use the initial food to advance to the Tool Age and upgrade your units where you can.

The first treasure is located on an island to the southwest inhabited by the red Elam tribe. Invade the island with a large land force with Warships providing fire support. This battle shouldn't be too difficult. You'll also find a good source for gold on this island.

The brown Elam tribe holds the second treasure along the southwest edge of the map. They are much better armed, and you will need many Warships to wear down the island's tower defenses. Once they are eliminated, land a large army and fight your way to the center of the island to find the treasure. Capture it and return it to your Town Center to complete the scenario.

## Lost (11595 BCE)

The Hittites have sacked Babylon. You have a small force that must exact revenge by destroying the Hittites and their city before it becomes established. A group of Archers and a Priest on an island are all that you have at the beginning of the scenario. An enemy Transport passes by the northern end of the island. Your Priest must convert it so that your force can get off the island. Sail to the map's eastern corner, where a number of Gold and Stone Mines are located. Convert enemy Villagers and buildings and use them to build up an army.

Since your Priests can be very powerful, build a Temple in your converted village. However, you'll need to support the Priests with siege weapons because they are vulnerable on their own. To complete the scenario, you only need to destroy the Hittite tribe. You can leave the others alone.

## I Shall Return (1125 BCE)

This scenario begins with you under attack. You are too seriously outnumbered to have all of your units retreat toward the Light Transport offshore. Load the Villagers first and sail them from the island to the land mass in the east. Return for the rest of your units. In the east, build a Storage Pit and begin gathering resources necessary to build a new village. You want to concentrate on your navy first. With several Warships, you can prevent the Elamites from attacking your new village.

Continue to upgrade your Warships and blockade the Elamites on the island, cutting them off from the rest of the map. They'll eventually use up all of their resources. Order your Warships to bombard the enemy units and structures along the coast prior to landing a large army in the north. If the navy has done its job, the army should be able to sweep south without too much trouble and destroy all of the Elamites.

## The Great Hunt (1120 BCE)

Now that Babylon has been recaptured, Nebuchadnezzar orders you to the land of the Elamites to recover the statue of the god Marduk. This is an interesting, but tough, scenario. The key to it is to save the game often. You begin with only nine Axemen. They must advance along a path with wild animals and enemy units. However, you'll also find some allies desiring to join you on your quest. Behind an area marked with two blue flags are several friendly Priests. Knock out a section of the wall and send a unit in to free them.

Use these Priests to convert as many units as possible. You'll especially need siege weapons. If you move a Priest in close to one of these units before beginning the conversion process, the Priests will be within the weapon's minimum range and safe from attack. When you reach the sea, take control of the Light Transports. Kill or convert the enemy units across the shallows. Check out the wooded peninsula to the east and you'll find a great gift.

Load your units aboard the Transports and sail to the island in the northern corner of the map where the artifact is located. There are several siege weapons on small islands along your way. Avoid them as much as possible. Land on the northwestern shore of the island. Use your Elephant Archers to take out the enemy defenses, with the Priests acting as healers. Capture the artifact to win the scenario.

## The Caravan (1119 BCE)

Now that you've recaptured the statue of the god Marduk, you must return it to a Temple from where it will be returned to Babylon. For this scenario, you've been assigned five Composite Bowmen. This is a fairly easy scenario as long as you follow the correct path outlined below.

The Temple is located in the northwest. Begin by moving northward. When you come to a fork where two elephants are grazing, go right. Continue northeast to the river, and then follow it east to a shallow crossing. Avoid the lions nearby. You'll find a small village surrounded by cliffs. From atop these cliffs, fire down on Elam Hoplites to the north of the village. From here, head directly for the Temple. Some Elamite War Elephants will block your path, but ignore and go around them. Once you reach the Temple, the scenario is completed.

## Lord of the Euphrates (648 BCE)

After centuries of peace, you must organize a Babylonian army to destroy the Assyrians and the Chaldeans. The Chaldeans are to your north, and the Assyrians are to the southwest. Begin by building walls and towers. The area to the east is rich with resources, especially gold. Send units to this area and get all of the goods you can. The Chaldeans also will send units there. Since they have no effective response to religious attacks, convert the Chaldeans with several of your Priests and use siege weapons to smash through their units, as well as walls and Towers.

The Assyrians are separated from you by a sea, so you don't have to worry about them much until the Chaldeans are destroyed. Then, begin your attack on them by first building a navy and driving them from the sea. Land your troops to the southeast of the enemy village, and then begin your assault. Use Warships to fire in support.

## Nineveh (612 BCE)

This is one of the toughest scenarios in the game. Not only must you destroy Nineveh's Wonder, there are five other tribes besides the Assyrians that can cause you trouble. You have a great city, but no Villagers. You'll have to send out a Priest to convert an enemy Villager and then bring him back to build a Town Center in your city so you can produce more Villagers.

Build a navy to protect your shores from Assyrian raids and then defeat the enemy force (yellow) to your northwest. You need to occupy their village and take over their resources. Advancing to the Iron Age is a necessity. You will need the new types of units that it provides. Once you have built a large army, sail across the sea and land on the Assyrian coast near the northeast map edge. Follow the road to a gateway of four towers. Destroy or convert them and then destroy the Wonder just inside the gate. When you finish, you win not only the scenario, but also the campaign.

## **Yamato**

### **The Assassins (365 AD)**

For this scenario, you must sneak five units through enemy defenses and then kill their Hero. You must be careful, because you will receive no reinforcements. You begin near a river. Move south along its banks, watching for lions. When you come to a crossing, have your units cross one at a time, avoiding fire from a nearby enemy tower. Rush north along the western riverbank as quickly as possible until you find a Blind Lame Priest who will heal your men. Continue north until you come to the Izumo Government Center. Attack this structure, and the leader will come to defend it. Kill this Short Swordsman Hero to complete the scenario.

### **Island Hopping (375 AD)**

Your mission is to locate and recover six stolen artifacts. Don't unnecessarily risk your units in avoidable battles. Right at the beginning, load all of your units aboard the Heavy Transport and sail toward the center of the southwestern edge. Locate the Izumo Dock and land your troops on the island just north of it. Use your Warships and siege weapons to destroy the Dock, preventing the enemy from building any more Warships. The first artifact is on this island. The second artifact is on an island in the eastern corner. Use your Warships to clear the island of enemy units. The third artifact is on the peninsula that juts out from the northwest. Though there are several enemy units there, just land a unit to rush in and grab the artifact and then get back on the Transport. The fourth artifact is on an island in the northern corner, and the remaining two are on islands in the center. Once you've all six artifacts, the scenario will be completed.

### **Capture (370 AD)**

You have been ordered to capture an enemy artifact that is located on an island in the center of the map. While this scenario is difficult, there's no secret to success — just hard fighting. The island is connected to the mainland by a shallow crossing. Build a strong navy and army with several siege weapons. The naval vessels will support the army and also can be used to destroy enemy towers on the island. Once your army is ready, move it southeast, directly toward the crossing. You will find yourself in a fight but, with naval support, you'll win. The entrance that leads to the artifact is blocked by walls that must be destroyed. Once you have the artifact, the scenario is won.

## Mountain Temple (376 AD)

You're ordered to destroy an Izumo Temple and construct a Yamato Temple in its stead. You must follow three steps to complete this scenario. First, you must land Villagers on an island west of your Town Center where you will find lots of gold to mine. The Kibi tribe will be a constant thorn in your side if not dealt with at the beginning. Therefore, take your land units east and wipe out this tribe while building a large navy of Warships and Transports. Once the Kibi are destroyed, your village is safe from ground attack.

The Izumo Temple is located in the northern corner, atop a mountain surrounded by two concentric rings of fortifications and towers, as well as a river. Use your Warships to bombard enemy units and structures in range while you transport your ground force across the river. You'll need lots of siege weapons to break your way through the defenses. Once you are through, destroy the enemy Temple and build one of your own.

## The Canyon of Death (380 AD)

Again you must recover an artifact and return it to the Controlled Island. You must guide a small force beginning in the eastern corner of the map. Follow the northeastern edge of the map to the northern corner. Attack enemy units with your missile troops and quickly bypass any towers you encounter. Turn south and continue, following the coastline until you come across a wall that you must bring down to continue your advance. You'll find some boats that will transport your units across the water to an island.

You must get at least one unit to this island. Once there, you receive a large army. Transport the army to the southern tip of another island to the north and fight your way to the artifact. With it in your possession, return to the flagged island to complete the scenario.

## Oppression (385 AD)

In this scenario, you are being extorted by a powerful Kyushu overlord who demands tribute. Eventually you will be unable to pay and are forced to leave your village. However, while you are still friendly, send a few Villagers into the enemy city to scout around for weaknesses. When you must retreat, head to the peninsula in the west. It is easily defended and contains necessary resources.

Keep in mind that the Kyushu Government Center must be destroyed to win this scenario. The destruction of the enemy army isn't necessary. Build up a fair-sized army and some ships, and transport them to the shore near the Government Center where there is no wall. Rush your force in and destroy the structure.

## **A Friend in Need (562 AD)**

This scenario is fairly easy. The best way to protect your allies is to destroy the Scilla. Build up an army of mounted units and siege weapons and head for the enemy city in the northeast. While your siege weapons work over the enemy towers and fortifications, use your mounted Archers to destroy any enemy units that venture forth from the city. Also send a few units south-east of the enemy town, where you'll find several resource locations. Either use these for yourself or at least deny them to the enemy. By continuing pressure on the Scilla, you will eventually destroy them.

## **Tang Invasion (663 AD)**

The armies of the Tang Dynasty of China are invading Korea and threatening your hold there. They must be eliminated. The Tang are invading from the north. Two rivers bisect the map. Defend at the crossings of these rivers to delay the enemy as much as possible. Your town is surrounded by resources, so produce Villagers like crazy and gather these resources so that you can build a huge army. Defend each of the crossings by sending reinforcements as you build them and even by constructing a few towers at each. Also, use the mesas for plunging fire on the enemy. Once your army is large enough, go on the offensive and destroy all Tang units and structures.



# Riven

## Temple Island

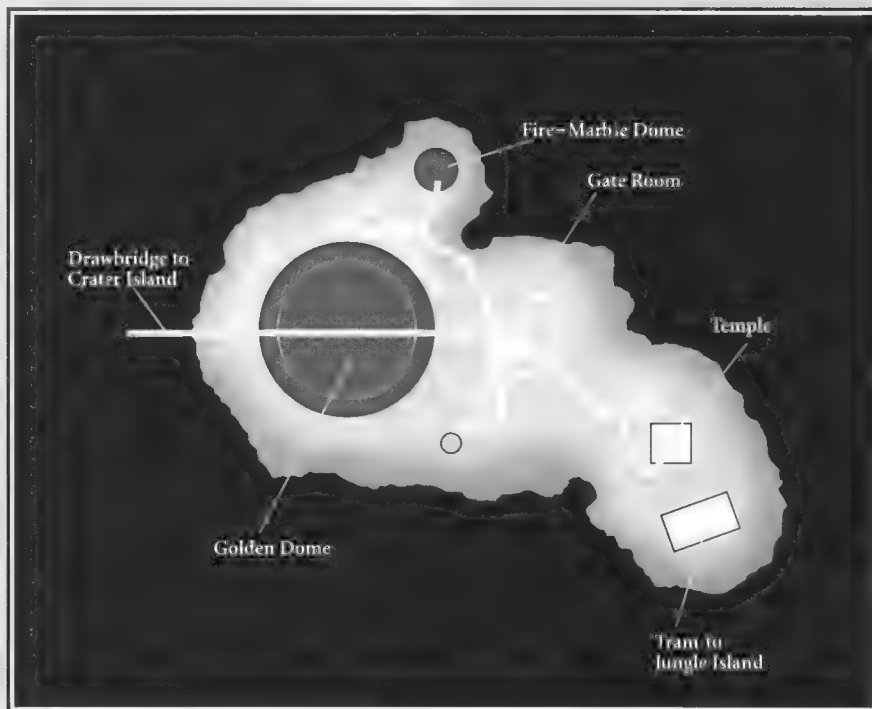
### Game Opening: Prison Escape

Riven opens by caging you. Isn't that just so appropriate? But after the prison guard relieves you of the Prison Book Atrus gave you, a disguised intruder—a Black Moiety rebel, to be precise—disables the guard with a blowgun dart, grabs the Prison Book, and proceeds to liberate you. As the cage lowers, you're left staring at an odd mechanism.

Odd mechanisms in *Riven*? What a shock.

**Note:** This opening location, Temple Island, is a central connecting point to other islands. You can't solve all of its puzzles just yet. Instead, you return in later chapters.

- First things first. Open Atrus's journal in your inventory and read *everything*. Learn about Gehn (Atrus's father), Riven's deterioration, the fate of Catherine (Atrus's wife), the mys-



terious Star Fissure, and the Prison Book Atrus gave you—the very book you lost to the prison guard, then to your liberator.

- Move forward to the odd mechanism.
- Examine the mechanism. It's some sort of viewing device, pointing down at a round plate on the floor. None of the controls work yet. You must direct power to the device first.
- Turn around and go back toward the prison cell you just escaped.
- At the cell, turn left and follow the path up the stairs.
- At the top of the stairs, turn left and enter the room. This is a Gate Room antechamber. Up ahead is a doorway with a big button on the wall to the right.

## The Gate Room Puzzle

The Gate Room is a pentagonal inner chamber that rotates within a circular outer wall. Two of the inner chamber's five sides have open doorways—the one you just came through and one across the room. The outer wall has five gateways, but two are blocked by lowered gates, including the one you must get through to continue exploring.

*To rotate the inner chamber:* Push any chamber rotation button just outside each of the five gateways. One push rotates the chamber one-fifth of a turn. Your task: Rotate the inner chamber to find switches to raise the two lowered gates. Then rotate again to access the escape gate.

How? Gosh, I'll tell you. From the start position, do the following:

- Push the chamber rotation button right of the door four times. This rotates the inner chamber four-fifths of a full turn.
- Turn around and exit the antechamber.
- Turn left and go forward four times down the stairs.
- Turn left twice to face a locked gate.
- Click beneath the gate for a close-up; then click again to slip under and enter the dark spooky chamber.
- Click on the ladder to climb. At the top, continue forward across the plank into the Gate Room. Aha!
- Cross the Gate Room and enter the cave through the far doorway.
- Approach and click on the small lever.

The symbol on the lever gives you a pretty good clue to its function. Pulling this lever opens a steam valve that sends hydraulic power to the strange, cone-shaped viewing device you examined just outside your prison cell. You won't use the device for a long, long time, but what the heck. Give it power!

- Turn around and take two steps back up the cave to the position just outside the Gate Room.
- Pull the lever left of the doorway. This raises one of the gates inside. Unfortunately, you can't get to it in this configuration.
- Turn right and push the chamber rotation button.
- Push the button again.
- Enter the Gate Room and go through the doorway (and the now-open gate) into another outer chamber. Oops. A big locked door blocks your exit.
- Turn back to the doorway and pull the lever left of the door. This raises the other gate inside.
- Turn right and push the chamber rotation button.
- Push the button again.
- Cross the Gate Room and go to the chamber rotation button just outside the other open door. (This is where you originally entered.)
- Push this chamber rotation button twice. This returns the inner chamber to its original configuration.
- Cross the room and go through the now-open doorway.
- Cross the bridge and enter the massive domed building.

## The Golden Dome

No, you haven't completely solved the Gate Room puzzle yet. Notre Dame fans should perk up here, however. Yes, you're in a really big Golden Dome. Inside you'll find some catwalks and hydraulic levers. One important lever is at the entrance; you can see it if you turn around just inside the dome doorway. No power is routed to it yet, so leave it alone for now.

- Take two steps forward across the catwalk.
- Click on the wall plaque at the bottom of the screen (on the dome's far wall.) The plaque shows you that pathways from this golden dome lead to five different locations, each designated by a grid pattern.
- Go left down the catwalk. Continue along the stairs that wind halfway around the dome.
- Follow the catwalk outside to the hissing pipe.
- Examine the diagram on the pipe. Looks like it powers some sort of bridge.
- Click on the small lever to open the steam valve.

Opening this valve sends steam power to the drawbridge on the west end of the island. If you turn left and look up, you can see how the pipe runs to the raised drawbridge. This bridge connects Crater Island to the Golden Dome. You won't use it now, though. In this walkthrough, we get to Crater Island a different way. (From there, we come back here to raise the drawbridge and return to the Golden Dome. See "Connect Crater Island to Golden Dome" in Chapter 3, "Crater Island.")

- Return to the main catwalk and continue left around the dome.
- Go through the dark cave to another pipe.
- Again, examine the diagram on the pipe. Another drawbridge power-up, apparently.
- Click on the small lever to open the steam valve.

Yes, opening this valve sends steam power to another drawbridge that runs *east* from the Golden Dome, connecting it with the Gate Room. Again, you won't use it now. But it's powered up for later use. This is a good thing. Let satisfaction course through your veins for a moment. OK, that's enough. You have a *long* way to go.

- Return to the Golden Dome.
- Go back up the stairs to the dome entrance. (Pull the lever there to see the drawbridge operate. Pull the lever again to relower the bridge.)
- Cross the bridge to return to the Gate Room.
- Exit the Gate Room through the far door.
- Cross the footbridge to the Temple.

## The Temple (Throne Room)

- Enter the Temple and take two steps down the corridor.
- Turn left and click on the door to open it.
- Enter the room. The door shuts behind you.
- Click on the throne-like chair to raise the cage around it.
- Step once toward the throne; then turn right to see a viewing device on the wall.
- Click on the device for a close-up. You see a room lined with pillars.
- Click on the switch next to the viewing device. On the viewscreen, watch a door open. Let's go find that door, shall we?
- Exit the throne room.
- Turn left and follow the corridor to the end.
- Open the stone door and enter the chamber.

## Pillar Room

- Explore the chamber.
- Exit through the open door at the end of the column of pillars. (This is the same door you saw open in the viewscreen up in the throne room.)

## Tram Station

- Approach the device at the bottom of the short staircase.
- Click on the blue button atop the sphere—a tram call. Watch the car approach.
- Enter the tram car.
- Click on the knob at left to pull it right and rotate the car 180 degrees.
- Click on the center lever to activate the car. Enjoy the ride.

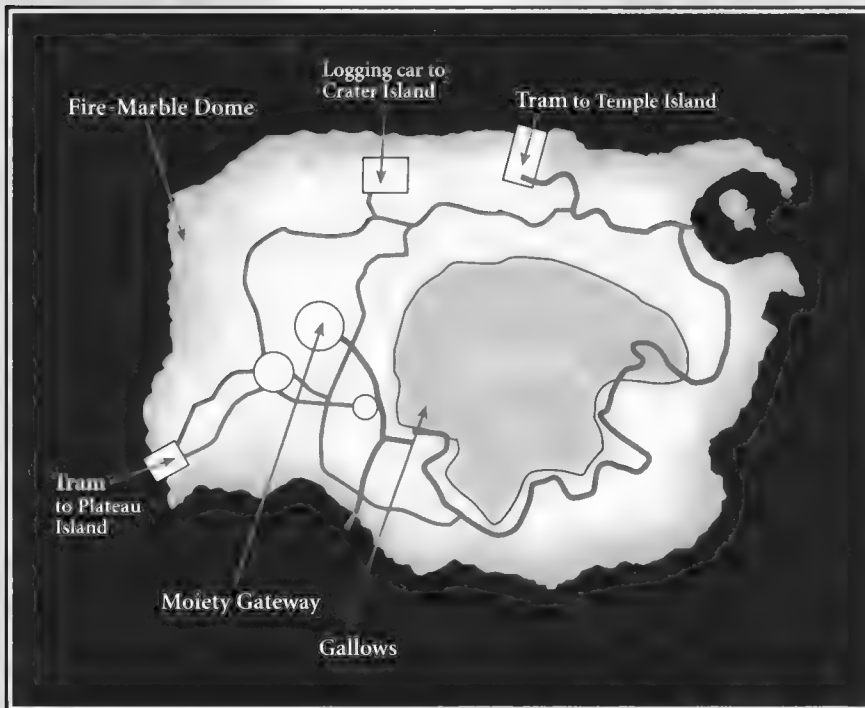
# Jungle Island

## Arrival Area

This island of Riven features a central lake surrounded by cliffs, a spectacular rain forest on the west end of the island (hence its name), a gorgeous lagoon to the east, and a cluster of simple mud dwellings in the southeast.

- After you arrive, turn left and exit the car.
- Move forward to the wall and turn right.
- Click on the small round object for a close-up. Looks like a wooden eye, doesn't it?
- Click on the eye. Note the symbol on the back and the frog-like chirping sound. (This will be important later.)

The symbol on the back of the wooden eye is actually a D'ni numeral, one of several you'll find throughout Riven. Elsewhere on Jungle Island you'll find information for translating these numerals.



- Turn around and enter the cave opening.
- Go forward once to climb halfway up the stairs.
- Turn around and look back at the cave opening.

Does that look like a frog, or what? And note where the wooden eye is located in the frog outline—right where the eye would be on an actual frog. Weird! Could it be a bizarre coincidence? Or is there some shadowy master design? How many stupid rhetorical questions can we ask *in one paragraph*?

- Turn around and climb the spiraling rock stairs to the cave opening.
- When you reach the cave opening, turn around and note the tram call at left. You'll return to use it later in the game.
- Exit the cave.
- Descend the stone stairway (lower left) until you see the "sunners" (seal-like animals) on the rocks.
- *Stop!*
- Don't move forward until the sunners stop moving!

## Sunner Rock

Sunners are wonderful creatures. They're communal, loving, and highly intelligent, not unlike dolphins. And I hear their meat is particularly tasty when skewered and grilled with a pineapple baste.

- Wait until the sunners lower their heads.
- Take a step onto the beach. (If you approach the sunners while their heads are up, you spook them and they slip away.)
- One of the sunners barks a warning. Note the sound for later.
- As you face Sunner Rock, turn right and follow the beach, skirting the lagoon.
- Go as far as possible; then turn left.
- Look at the rocks in the lagoon.

These rocks form the outline of another creature. Looks kind of like a whale, doesn't it? Actually, it's a deadly wahrk, an aquatic cross between whale and shark. Wahrks are brutal, efficient killers with a taste for human flesh. Note that another wooden eye is lodged in the left end of the rock formation.

- Click anywhere on the rock to get a close-up of the wooden eye.
- Click on the eye to see another symbol and hear the odd wahrk's cry. Note both for later. Again, the symbol is a D'ni numeral. We'll translate it later.
- Follow the beach back to the path and go left.
- Follow the path to the stairs and climb them to the tunnel.
- Continue through the lighted tunnel.

## Village Lake

When you reach the other end of the tunnel, you hear a warning alarm sound. A guard in a sentry post signals to someone below and disappears.

- Proceed across the wooden walkway to the end.
- Look down to see the ladder below you.
- Climb down the ladder and approach the dry basin.
- Click on the spigot at lower right to fill the basin.
- Look at the shape of the water in the basin. Looks kind of bug-like. And there's another wooden eye!
- Click on the wooden eye for a close-up.
- Rotate the eye to see the D'ni number symbol and hear the weird rubbing, clicking sound. Again, note them for later.

At this point, you could go past the basin, and then climb down and explore until you reach a dead end. But *what* a dead end. It's a shimmering hole in the water! Next to those Senate Campaign Finance hearings, this is just about the wildest, most fascinating thing I've ever seen. You can't go down into the water hole yet, so return to the bug basin.

- From the bug basin, climb the ladder and go back all the way past Sunner Rock to the stone stairs.
- Climb the stairs. (Climb past the cave on the right that leads to the tram station.)
- At the top, cross the wood-and-rope suspension bridge and continue down the path past the tree stumps.



## The Jungle Path

Somebody did some serious logging around here. Entire *hills* have been clear-cut. But it makes sense; books are big in Riven, particularly strategy guides. Wood pulp is a precious commodity, as you'll learn soon enough.

- At the first path fork, go right.
- At the next path fork, go left toward the wooden gate.
- Click on the bug sitting on the right gatepost and note the sound. Aha! Same noise as the wooden eye in the bug-shaped pool.
- Click on the gate to open it.
- Go through the gate and follow the path through the forest.
- Continue down the stairs—you hear a deep rumbling—and through a tree trunk. You see a bunch of cool blue phosphorescent stuff growing near the path.
- Turn left and spot the gigantic dagger stuck in the ground. Approach it and follow the rough steps down to another wooden eye.
- Click on the eye to hear the sound of a sunner bark. Again, note the D'ni number symbol on the back.
- Return to the main path.
- Follow the path until the music gets spooky again and you see the big wahrk idol.

## The Wahrk Idol

- Note the two decorative lampposts in front of the idol.
- When facing the idol, click on the top of the right lamppost to flip a hidden switch. The idol's mouth opens.
- Enter the idol's mouth and climb the stairs to the elevator. Note the blue tram call button in front of the elevator.
- Enter the elevator.

Inside the elevator, you can drag the handle at right to its bottom position to ride down one level. This leads to a tram station that connects Jungle Island to Plateau Island. However, you needn't use the tram from here in this walkthrough.

- Drag the handle at right to its topmost position to ride the elevator up one level.
- Exit and proceed along a high jungle catwalk. (Reminds you Myst fans of Channelwood, doesn't it?)
- At the fork where you see the spinning dome, take the left fork and continue to the end.

## Fire-Marble Dome (Jungle Island)

- Examine the spinning Fire-marble Dome and note its location next to a rumbling volcanic fissure.
- Go back to the path fork and turn left. Take that fork to the spinning device (a “kinetoscope”).
- Click on the eyepiece to view a series of symbols on the kinetoscope.
- When the yellow-highlighted symbol appears, click quickly on the button at the top of the eyepiece.

This can be tricky. You must be quick. But you'll nail it eventually; the kinetoscope stops spinning, as does the Fire-marble Dome. For a brief moment you can see a linking book, but then an inner seal slides shut. Note the yellow-highlighted symbol for later use. Here, it's a horizontal eye with a vertical line.

- Return to the Fire-marble Dome via the other fork of the catwalk and look inside to see the slider puzzle. Obviously, you need more information to solve the slider puzzle and access the dome.
- Turn around, exit the dome, and turn left.
- Climb the stairs to the tower surrounded by pillars.

## Gehn's Watchtower

- Click on the tower door to open it. Then enter the tower.
- Click on the throne to sit.
- Click on the left handle to activate the throne. The chair rotates and rises.
- Look down on the lake. Note the amazing water holes and the underwater track. Note also the cage-like platform directly below the throne.
- Click on the throne's right handle to close the bottom of the cage-like platform.
- Click on the left handle to lower the chair.
- Open the door and exit the tower.

- Follow the walkway back to the elevator.
- Enter the elevator and drag the handle down to its middle position.
- Ride down one level. Then pull the lever at left to open the wahrk idol's mouth.
- Exit the idol and follow the path; you see a child who runs from you.
- Continue to the fork in the cave under the Fire-marble Dome.
- Take the right fork, climb the glowing red stairway, and go through the wooden gate to the next intersection.
- Turn right and follow the precarious catwalk into an eerie, blue-lit cave.
- Halfway down the cave stairs, turn left to see the glyph of a godlike creature feeding people to hungry wahrks. Creepy!
- Continue down the wooden walkway as it winds around Village Lake.
- As you near the village, you'll see the child again. Her mother appears to bustle her off to safety.

## The Village

- Keep following the walkway to the ladder.
- Climb ladders and cross the plank to the dried mud dwelling.
- Try the star-shaped knocker until a face appears. Then back away from the door.
- Move down the walkway to the left.
- Climb the ladder and continue along the walkway to the big metal contraption—a submarine.

## Village Dock

- Push the lever at left to lower the submarine into the lake. Yes, that's all you do here.
- Retrace your route back to the front of the mud dwelling. Note the submarine below, sitting on underwater tracks.
- Climb down the ladder and retrace your route all the way back along the lake, then through the eerie, blue-lit cave.
- After you emerge from the cave, follow the footbridge past the wooden gate on your left.
- Climb the stairs and exit the forest into the cleared area full of stumps.
- Go right at the intersection and continue across the suspension bridge.
- Continue past Sunner Rock and through the tunnel to the bug-shaped basin with the wooden eye.

- Continue past the basin, climb down the ladder, and follow the walkway to the next ladder.
- Enter the tunnel and climb down the ladder into the submarine.

### **How the Submarine Works**

- **Rotate the center handle to turn the submarine around 180 degrees.**
- **Move the bottom handle left or right to select a corresponding track at each juncture.**
- **Use the right handle to move the submarine forward to the next juncture.**
- Click the center handle to turn the sub around.
- Click the right handle to move forward to the juncture.
- Be sure the bottom handle is to the right, so that you take the right-hand track. (It should be, already.)
- Click the right handle again to move forward a second time. You arrive at the Ladder Control Chamber.
- Look up and click to open the hatch.
- Climb the ladder to exit the submarine.
- Turn around to face the rungs in the wall.

## **Submarine Control Tower**

- Approach the rungs and look up. Wow. That's a long climb.
- Climb the rungs to the room at the top of the tower.
- Step forward to the levers.

You find five levers in the control tower room. These control the access ladders at the five submarine docks around the lake. Moving a lever to the up position extends the ladder at the corresponding dock.


























- Flip all five levers to the up position.
- Climb back down the ladder to the submarine.
- Click the center handle to turn the sub around.
- Click the right handle to go forward to the next juncture.
- Click the bottom handle to slide it left and select the left track.
- Click the right handle to go forward again.

## Village Schoolroom

- Exit the submarine and turn around.
- Go to the door of the house-like structure and open it.
- Enter the schoolroom and step forward once.
- Turn left and click on the "hangman" device for a close-up.
- Click on the ring on the base at right to activate the device.
- Note the selected symbol, and then count the number of clicks as the hanging figure lowers toward the carnivorous wahrk.
- Keep playing, matching each symbol to the number of clicks to learn D'ni numbers from 1 to 10.

Wait, I forgot. This is a cheat book. You don't have to figure out anything. Take a peek below at the D'ni numbers you're supposed to learn in school. (Just don't tell the teacher I let you cheat off my paper, OK?) But that's not all. Cheat Boy isn't finished yet. To solve a later puzzle, you need to know D'ni numerals from 11 to 25, too. D'ni numbers higher than 10 combine symbols of previous numbers in an ingenious (or nefarious, depending on your outlook) way.

Here are the D'ni numerals from 1 to 25:

									
1	2	3	4	5	6	7	8	9	10
									
11	12	13	14	15	16	17	18	19	20
									
21	22	23	24	25					

Decoding D'ni numbers tells you those symbols on the back of the wooden eyes are actually numerals. The bug eye is 2, the frog eye is 3, the sunner eye is 4, and the wahrk eye is 5. So there appears to be an order to the creatures. What creature is number 1, I wonder? Let's be on the lookout.

- Return to the submarine.
- Click the center handle to turn around.
- Click the right handle to go forward once.
- Be sure the bottom handle is still in the left position to select the left track.
- Click the right handle to go forward again.

## Gallows

The rest of the steps in this chapter lead to a place—the gateway to the Moiety Age—that you won't know how to access yet. (Unless you really cheat and look ahead to Chapter 5.) But because we're here on Jungle Island, let's learn how to access that gateway. It may save time later.

- Exit the submarine, turn around, and go to the center of the gallows.
- Click on the small, triangle-shaped handle. This lowers a bar on a rope.
- Click on the bar to ride to the top of the gallows.

**Note:** You can't reach the bar unless you closed the base of the gallows platform from the chair in Gehn's watchtower overlooking the gallows. See the "Watchtower" section earlier in this chapter.

## Holding Cell

- Move forward across the plank to the cage with the prisoner.
- Turn right and follow the walkway to the star-shaped control button on the rock wall.
- Click on the button for a close-up, and then click again to open the cage.
- Go back to the cage. Where's the prisoner?
- Enter the cage and click on the floor grate for a close-up; click again to open it.
- Click on the water in the grate. You pull up a ring that opens a secret passage in the cage's back wall.
- Enter the tunnel. The door slides shut behind you. Darkness reigns! But don't panic. I'm here for you, man.
- Be brave. Go forward eight times through the darkness.
- Click on the handle at left to illuminate a light bulb.
- Turn around, go forward to the next light bulb, and click on it to turn it on, too.

- Take one step forward and click on the next light.
- Go forward two steps and click on the next light.
- Turn around and click on the handle at right to swing a door across the passage, revealing another corridor.
- Follow the corridor to the pillar room.

## Stone Pillar Gateway

This room contains 25 stone pillars, each etched with an animal icon. Experiment by clicking on a few. Your task here is to click on five in the correct order to access another age. Four of the symbols look familiar—bug, frog, sunner, wahrk—and you know the numbers associated with those four, so you know the correct order to click on them. But you don't yet know the creature symbol associated with 1, the first in the order. Let's go find it.

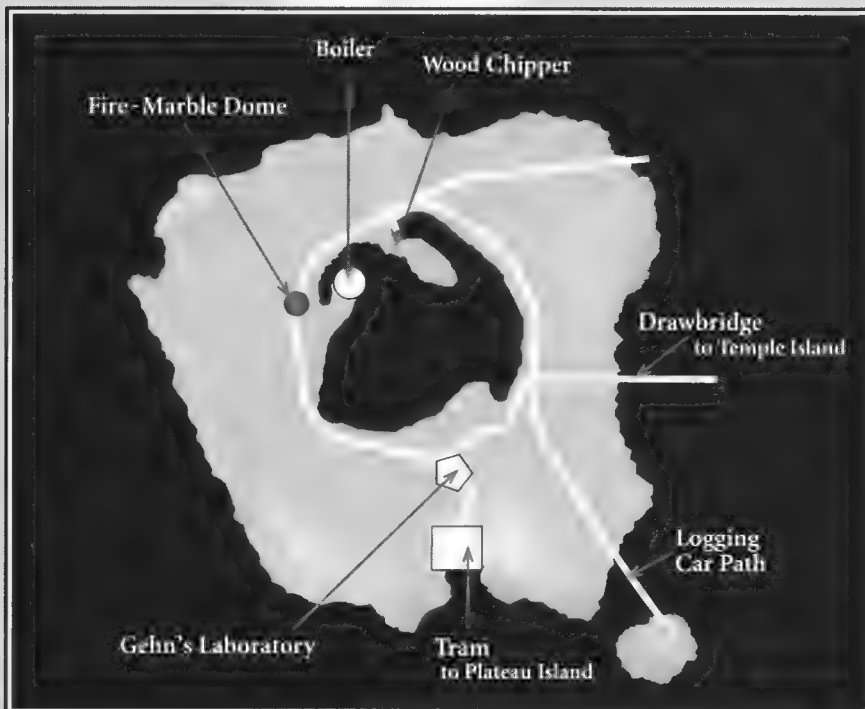
- Exit the stone pillar gateway.
- Go back up the corridor to the swinging door.
- Swing the door back across to open the first passage.
- Go down the now-open passage to the secret door.
- Pull the ring on the floor at lower right to open the secret door.
- Go through the cage.
- Turn right and follow the walkway down to the ladder.
- Click on the ladder to lower it.
- Climb down the ladder.
- Turn around and follow the walkway around the Village Lake and up through the eerie, blue-lit tunnel.
- Continue forward past the wooden gate, up the stairs, and out of the forest.
- At the first intersection, go left.
- At the next intersection, go right.
- Board the logging car and push the handle at left.
- Enjoy your wild roller-coaster ride through the water tunnel to Crater Island. It's great fun.

# Crater Island

## Wood Chipper

Welcome to Crater Island, home of the most aromatic frogs you'll ever smoke. Gehn's laboratory is hidden here, too. Your logging car ride ends with you getting dumped into a wood chipper. Fortunately, the thing's not on. It would be unpleasant to be chipped. Your 401K plan becomes worthless, among other things.

- Climb down the ladder from the wood chipper.
- Turn right and take two steps forward to the pier that extends into the lake.
- Follow the pier to the valve control handle.





## Central Valve Controls

This control valve has three settings. (*Myst* fans, remember the water pumps in the Stoneship Age?) If you look around, you can see where the pipes go from the valve. Left position powers the wood chipper, middle powers the boiler, and right powers an interesting device by Gehn's laboratory.

- For now, click and drag the valve handle to the middle position to power the boiler.
- Exit the pier and turn left.
- Move down the beach to the large structure—yes, the boiler.

## Wood Chip Boiler Controls

- Climb the stairs to the walkway that runs around the boiler.
- Follow the walkway to the boiler control lever on the left.
- Make sure the lever on the Y-valve is pushed out away from you. This directs power to the boiler's water pump.
- Turn right to face the main controls.
- Click on the handle at lower right (moving it up) to turn off the boiler furnace. (You should see the water stop boiling in the glass view slot.)
- Click on the wheel valve at left to lower the water level. (You should see the water level drop in the glass view slot.)
- Turn left and click on the Y-valve lever to pull it toward you. This routes power to the boiler grate mechanism.
- Turn right and click on the switch at upper right. (You should see the boiler grate rise in the glass view slot.)
- Go back to the boiler door. The red light at right should be off.
- Open the door and enter the boiler.

## Boiler Pipe Passage

- Approach the drain in the center of the boiler grate.
- Climb down the drain into the pipe.
- Go forward 10 times until you emerge from the pipe.
- Look down, then hop from the pipe onto the rocks below.
- Turn left and follow the path to a balcony.

- Climb over the railing, turn around, and click twice on the floor hatch for a close-up. Click on its handle to open it. This provides access to the beach via a tall ladder.
- Climb down the ladder to the beach.
- Follow the beach around to the pier.
- Return to the central valve controls at the end of the pier.
- Move the control handle to the rightmost position. This sends power to a device just off the balcony.
- Go back to the balcony ladder and climb up through the hatch.
- Open the double doors.
- Follow the walkway to the odd device—a frog trap.

## Gehn's Frog Trap

I've often wondered if frogs are smokable. I mean, what else could they be for? By the way, you needn't use this device to successfully complete *Riven*. But being an explorer driven by relentless curiosity, you can't resist the temptation to give it a try, can you? And it's such an amusing little device. Here's how it works:

- Click on the top of the sphere to open the trap.
- Drag a food pellet from the container at right to the disk in the middle.
- Click on the handle at left to lower the trap.
- Wait a minute or two until you hear the trap spring.
- Click on the handle at left to raise the trap.
- If the trap is still open, click on the lever to lower it again. If the trap is shut, click on the top to open it and see the frog. Listen to the little fellow. Sound familiar?

Note the rattling fan above you. Annoying, isn't it? Let's shut off the darn thing. Not only will it be quieter, but the air shaft behind the fan will lead us to an interesting location.

- Go back up the walkway to the open double doors that lead out to the balcony.
- From inside, close the double doors. This reveals two hidden passages, one on either side.
- Enter the passage on the right. It leads outside to a walkway.

## Fan Controls

- Move forward five times down the walkway to the lever on the right side. (You can vaguely hear the fan rattling.)
- Click on the lever to move it left. This turns off the fan.

Before we return to the fan duct, let's be ruthlessly efficient. First, we'll connect Crater Island to the Golden Dome back on Temple Island. Then we'll cross and access the Temple Island Fire-marble Dome. Finally, we'll return to Crater Island and examine the Fire-marble Dome there. Don't worry, the now-accessible fan duct will wait for you.

## Connect Crater Island to Golden Dome

- Turn left from the fan control lever and follow the catwalk past Gehn's locked laboratory (at right), then through the tunnel.
- Cross the long footbridge to the raised drawbridge at the Golden Dome.
- Click on the handle at right to lower the bridge. (You directed power to this bridge back in Chapter 1, "Temple Island.")
- Cross the bridge to the Golden Dome.

Unfortunately, you must swap disks here. Disk-swapping is a small price to pay for non-linear worlds of fun. Put in Disc 2 and continue.

- Follow the walkway around the curve to its end.
- Turn the wheel to extend the walkway.
- Cross this newly extended walkway and take the first left. This is the doorway where you first entered the Golden Dome from the Gate Room back in Chapter 1.
- Push up the lever at right. This raises the bridge between the Golden Dome and the Gate Room to a new position for later.
- Turn around and go back to the main walkway.
- Turn right and go forward five times to the first right turn.
- Turn right and go to the gap in the walkway just outside the dome.
- Turn around and press the button at right. The missing section of the walkway rises into place.
- Continue down the walkway to the closed door.
- Throw the switch to open the door. Make sure the next door inside is open, too.
- Turn around and follow the walkway back into the Golden Dome.
- At the intersection, turn left and follow the walkway down stairs and out the lower level door.
- Continue along the walkway to the tunnel opening.
- Turn right and press the wall button to lower yourself to another, lower tunnel entry.
- Proceed through the lower tunnel and climb the metal stairs to the Fire-marble Dome.

## Fire-marble Dome (Temple Island)

- Click on the kinetoscope to see the yellow-highlighted symbol—a circle with a dot in the center. Note the symbol well.
- Go back into the tunnel and push the button to raise yourself back to the upper level.
- Retrace your route around the inside of the Golden Dome to the long bridge that leads back to Crater Island. (Here you must swap back to *Riven* Disc 1.)
- Cross the bridge to Crater Island.

## Fire-Marble Dome (Crater Island)

- Retrace your steps along the walkway past Gehn's laboratory (now on your left) back to the closed double doors.
- Go straight ahead into the other secret passage and follow it down to the Fire-marble Dome. Hmmm. Where's the kinetoscope?
- If you follow the walkway to the left of the spinning dome, you can see the lens of the kinetoscope in the rock wall. But how do we get to it?
- Look up at the ceiling and note the shape of the crater opening. This is a helpful clue for a later puzzle.
- Return to the door and close it. Aha! Another secret passage leading right.
- Enter the passage and follow the tunnel to the kinetoscope.
- As before, click on the viewer for a close-up; then click on the top button when the yellow-highlighted symbol appears. This stops all the spinning.
- Again, note the highlighted symbol for later. Here, it's a circle with a vertical line.
- Exit the room and go back to Gehn's frog trap.

## Gehn's Frog Trap: Fan Passage

- Look up at the fan. It should be off now.
- Click on the fan duct to enter.
- Follow the duct to the next grate.
- Click on the grate to open it.
- Go through the grate into the laboratory.

## Gehn's Laboratory

Gehn's lab contains a wealth of information. Examine and read everything. From his writings you can tell that Gehn's no raving lunatic, but he's definitely got a major god complex.

- Approach the desk and note the wooden eye.
- Click on the eye and note the symbol on the back. By now, you know it's the D'ni numeral 1. But what creature does it correspond to?
- Click on the paper under the eye.
- Read the paper.

Aha! Gehn found this eye by looking through the scope in his Survey Room. If you were observant back at Village Lake, you probably noticed a periscope-like thing protruding from the lake's center. Could that be Gehn's survey scope? If so, maybe we can use it to see where the replacement wooden eye is located and learn the missing creature in our five-creature sequence.

- Click on Gehn's laboratory journal to open it.
- Read the journal. Learn more about the Star Fissure, the D'ni preoccupation with five, Gehn's "233rd world" (the haven where he's built his new office), the Black Moiety rebellion, and other topics.
- *Important:* In the journal, note the "coded access system" of five D'ni numbers.
- Translate these five D'ni numbers into your numbers. (See the "Village Schoolroom" section of Chapter 2, "Jungle Island," for a translation of D'ni numerals.)

This five-number sequence is the code that opens the Fire-marble Domes. Remember those linking books you've glimpsed within the domes? In each dome, an inner seal slides into place with a slider lock. You must position the five sliders according to this five-digit combination to unlock the dome. Note, however, that this number sequence changes each time you play a new game of *Riven*, so I can't give you the exact code. Be sure to write down the sequence *in order*. Remember, you can't take the journal with you.

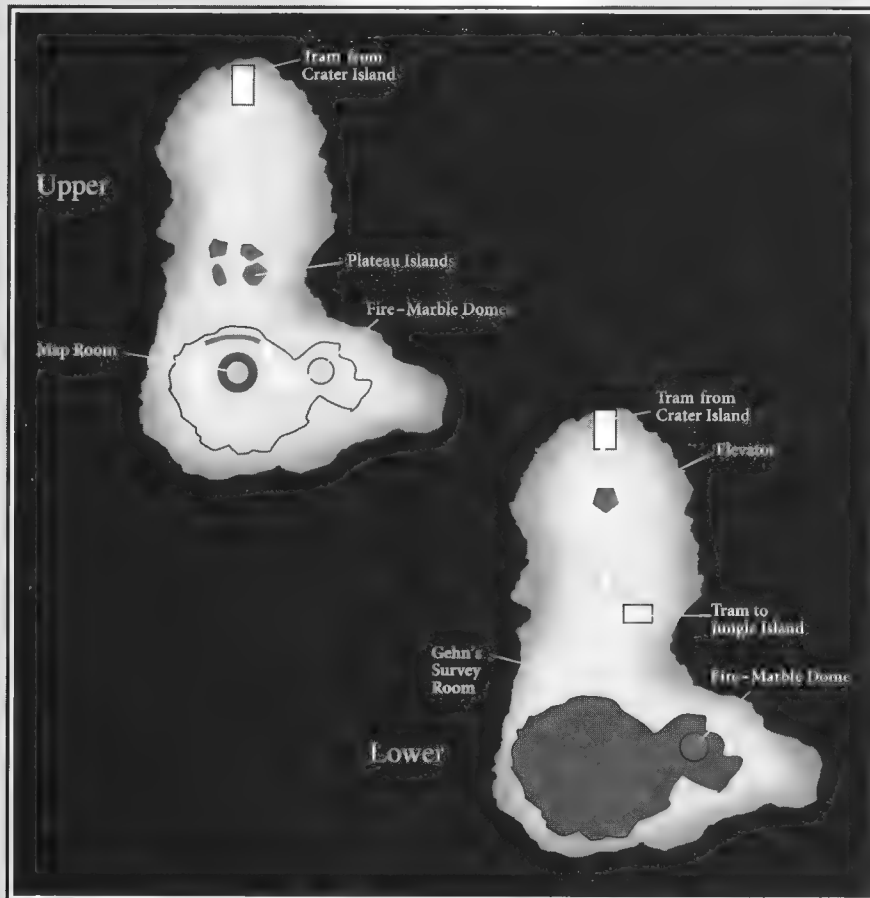
- Click on the front door (behind the tram call orb) to unlock it.
- Click on the blue button atop the orb to call the tram.
- Exit through the door across the room and proceed down the stairs to the waiting tram.
- Click on the knob to turn the tram car 180 degrees.
- Push the lever to ride the tram to Plateau Island.

# Plateau Island

## Arrival

This is my favorite island of all time. I like it better than St. Croix, frankly. The wild morphing map devices and oceanfront views are priceless and exhilarating. Figuring out what the maps *mean* is another matter, however. You won't find a more insidious set of visual puzzles in all of computer gaming. Fortunately, neither you nor I suffer from the kind of pride that keeps one from, say, *cheating*. So read on.

- Exit the tram and follow the passage up the steps.
- Continue along the path through the spectacular rock formation.



- Move down the trench-like path to the huge building. Note the stone plateaus that rise from the lake on either side of the path.
- Enter the elevator and click on the button at lower left to ride up.

## Map Viewing Balcony

- Exit the elevator.
- Go to the edge of the balcony.

Aha. Those plateaus you saw are actually maps of Riven's five islands. But the coolness is just beginning. Check out that control panel with five buttons, one for each island. Get ready for *weird physics!*

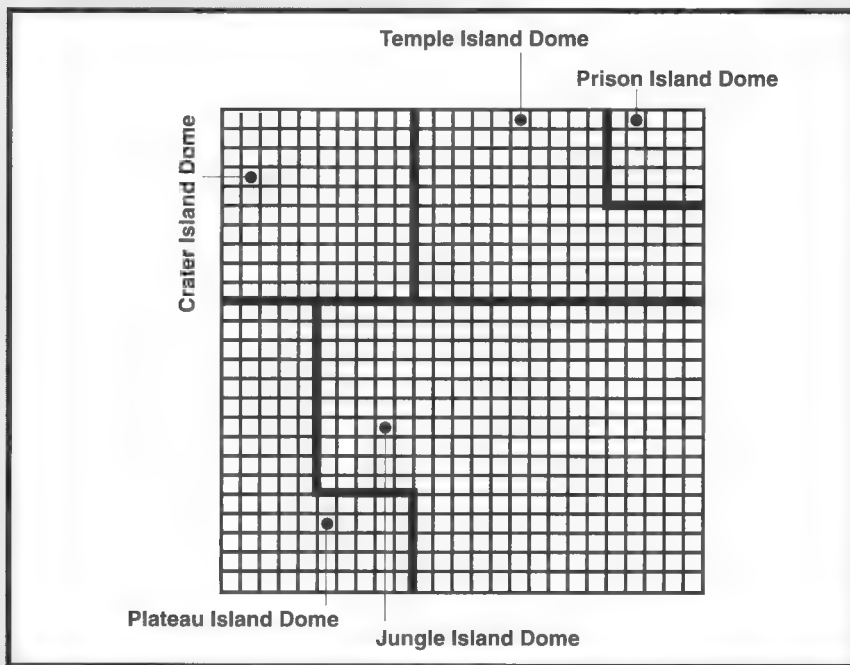
- Press a button and watch what happens. Weird water on the corresponding plateau island morphs up into a 3-D topographical map.
- Now turn around and proceed through the elevator to the far side. You'll find another lake, this one with a rust-colored building in the center.
- Continue down the walkway into the building.

## Map Chamber

- Enter the chamber and approach the control panel. Note that the map shown on the panel corresponds to the plateau island you just extruded to three dimensions outside.
- Press any square to see a 3-D map of that square shoot up.
- Use the handle to view the selected 3-D map from different angles.
- Note also that each 3-D square is further divided into a 5-by-5 grid.

What does all this mean? Your task here is to note the exact grid location of the Fire-marble Dome on each of the five island maps. You need this information to solve a later puzzle. (Of course, you haven't actually *reached* the fifth island, yet. But it's so tiny, your educated guess at the Fire-marble Dome location should be pretty close to correct.) If you've paid close attention to the topography around each Fire-marble Dome during your exploration, this shouldn't be too difficult. But let me help you with a bunch of coy hints:

- First, get out a 5-by-7 index card.
- Cover up the following text.
- Slowly lower the card line by line and—OK, I'm just kidding.
- This is a *cheat* book, and my job is to spoon-feed you the answers, whether you want them or not.
- If you want coy hints, buy the official strategy guide.
- If you want straight answers, see the following diagram to locate the Fire-marble Dome grid squares:



- Exit the Map Chamber and go to the walkway intersection.
- Turn right and continue to the Fire-marble Dome.

## Fire-marble Dome

- Examine the dome. Note the highlighted symbol—a circle with a horizontal line—for later.
- Turn around and follow the walkway around the lake to the kinetoscope. Unfortunately, this one is broken.



- Time for some *power-solving*! Just keep clicking on the top button until you get lucky. (There's no other way to stop the spinning dome here.)
- Return to the elevator.
- Ride down and return to the tram.

## Tram Stations/Secret Passage

- Enter the tram.
- Click on the knob to rotate the tram car 180 degrees. Don't push the handle forward, though! You aren't leaving Plateau Island yet.
- Turn left and exit the tram. That's right, you're now on ... *the other side of the tracks!* (You've spent your entire life trying to find this place, haven't you?)
- Go through the door and take two steps down the corridor to the striped lever at left.
- Pull the lever to raise a gleaming, golden elevator car. Damn, it's beautiful.
- Enter the elevator and push the button to activate the car.
- When the elevator stops, exit and follow the long passage.
- Watch for a startled man.

This hooded fellow is one of Gehn's many minions. Follow him down the side passage if you want; you can't catch him, but he leads you to another tram station, where he escapes in a tram car. Note the location. This tram line runs back to Jungle Island, and you'll use it shortly.

- Return to the main passage and turn left.
- Follow the passage up the stairs to the underwater room.

## Gehn's Survey Room

- Click on the chair to sit in it.
- Push the red button at right to rotate and raise the chair.
- Click on the knob-topped lever at right to lower a color wheel.
- Look down for a close-up of the color wheel.

Do any of the symbols on the wheel look familiar? Yes, you've seen some of them on the Fire-marble Domes you've discovered on various Riven islands.

- Click on the tab just outside any symbol. The color wheel turns, moving that symbol to the active position—that is, to the bottom.
- Click on the active symbol to illuminate the colored underwater lamp associated with it.
- Repeat this process with each symbol. Note the color associated with each symbol. Note also that one lamp is out of order.

Obviously, each Fire-marble Dome is associated with a particular color. Below is a list of symbol/color associations:

Symbol	Color	Dome on Island
	Blue	Prison
	Green	Temple
	Yellow	None
	Orange	Plateau
	Red	Jungle
	(Broken)	Crater

- Note that when you click on red, a hungry wahrk appears. For fun, do it at least four times. (After that, the big slug wises up and won't return for awhile.)
- Click on the right lever again to raise the wheel.
- Click on the left lever to lower a viewer.
- Look down and click on the left button to see Catherine, wife of Atrus, in her prison chamber. At last! (Careful: *Myst* fans may burst into tears here.)
- Click on the right-hand button to view Jungle Island from Village Lake.
- Click on the tabs to rotate the view until you see the outline of a fish (created by a cave and its watery reflection).

Aha! Fish! The missing creature symbol! And that tiny white object near the left tip is the fifth wooden eye; you can't reach the eye, but you don't need to. You've already seen the eye's number in Gehn's lab. You know it's 1.

- Click on the left lever again to raise the viewer.
- Push the red button at right to lower the chair.
- Go forward to exit the chair.
- Descend the stairs and return to the tram station where Gehn's hooded minion escaped—for the memory-impaired, that's the first doorway on the right side of the passage.
- Press the blue button on the tram call.
- Board the tram car when it arrives.
- Rotate the tram 180 degrees and ride it to Jungle Island.

## The Moiety Age

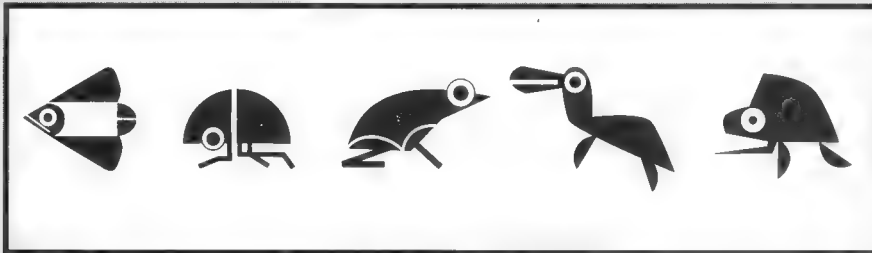
### Arrival at Jungle Island

The first thing you do is swap to *Riven* Disc 3. Then start your rebel hunt.

- Exit the tram and go through the door to the elevator.
- Ride up one level. You end up inside the wahrk idol.
- Exit the idol and follow the path through the forest (turning right at the Y-intersection under the Fire-marble Dome) beyond the wooden gate.
- Turn right and follow the wooden walkway through the eerie, blue-lit cavern to the ladder.
- Climb up the ladder and return to the cage.
- Click on the floor of the cage to open the grate.
- Click on the water to pull the ring and open the secret door on the cage's back wall.
- Enter the tunnel and follow it to the stone pillar room.

### Stone Pillar Room (Gate to Moiety Age)

- Click on the stone pillars in the following order: fish, bug, frog, sunner, wahrk. The water drains from the far wall. Then a panel opens revealing a rock shelf with an open book.



- Click on the book to see the Moiety Age. (Yes, that's the awesome organic structure on the cover of the game box.)
- Click on the book again to proceed to the Moiety Age.

## The Moiety Age

- Time for *Riven* Disc 5. Go ahead, swap. I'll wait for you right here.
- Turn around and enter the room with the idol.
- Approach the idol, then turn around to see Moiety rebels. *Zap!*

Nothing like a dart in the neck to give you the rest you so sorely need. You briefly regain consciousness in a boat floating toward the big, tree-like structure. Go back to sleep. You're fully immersed in Riven politics now. Rest up.

- Go to the locked front door. Welcome to Pod World!
- Face the table in the middle of the room. A woman brings you Catherine's journal and the Prison Book you lost in the game's opening sequence.
- Read the journal.

Catherine's writings provide a wealth of backstory information. You learn all about the rebellion against Gehn, a movement the natives call the "Black Moiety." Note the important mention of a "small mechanical stop"—a locking pin—for the telescope back at the Star Fissure. Note also the sequence of five D'ni numerals, a combination for the locked viewport of the telescope. (This combination changes with each new game of *Riven*, so I can't give it to you here.) And finally, note that the combination to release Catherine is kept in Gehn's office.

- Look up from the journal. The Black Moiety woman returns with a linking book to the stone pillar room on Jungle Island.
- Click twice on the picture to return to the stone pillar room.

## Back to Jungle Island

OK, now you have almost everything you need for your showdown with Gehn—the Prison Book, the locations of the Fire-marble Domes on the grid map, two five-numeral sequences of D'ni numbers, and the colors associated with each island. Of course, if you were playing without help, you'd have to guess the Prison Island dome location and one of the island colors. But who's insane enough to play a game like *Riven* without help?

Let's head back to Temple Island.

- Exit the pillar room and follow the tunnel to the secret door.
- Click on the ring to open the door. Then go through the prison cell.
- Turn right and follow the walkway to the ladder.
- Descend the ladder and turn around.
- Follow the walkway through the eerie, blue-lit cave.
- Continue past the wooden gate at left, up the stairs, and out of the forest.
- Cross the suspension bridge and go forward four times down the stone stairway.
- Turn left to the cave opening and enter.
- Just inside the cave opening, press the blue tram call button.
- Continue down the stairs to the tram station.
- Board the tram, turn it around, and ride to Temple Island.

## Gehn's Age

### Arrival at Temple Island

- Exit the tram from Jungle Island.
- Climb the stairs into the Temple. The door opens, revealing a man's face in the imager. Gehn! Man, that guy's everywhere.
- Inside the door, turn left and click on the door between the pillars. (It's directly under the leftmost lantern.)
- Follow the dank passage up the stairs, past the throne room door on the right.
- Continue across the bridge into the Gate Room.

### The Gate Room

If you're following this walkthrough, the Gate Room's inner chamber should be set so you can enter the Gate Room and go through the correct doorway on the far side. If not, push the button to rotate the inner chamber so the far doorway lies to the left.

- Cross the Gate Room and go through the far doorway.
- Follow the ramp up to the narrow entry in the Golden Dome.

**Note:** In this walkthrough, you raised the ramp to this setting when you connected Crater Island to the Golden Dome and adjusted the bridges. See "Connect Crater Island to Golden Dome" in Chapter 3, "Crater Island."

- Move down the narrow corridor. Note the lever on the right-hand wall; don't use it yet.
- Approach the marble grid puzzle.
- Click on the puzzle for a close-up.

## Marble Puzzle

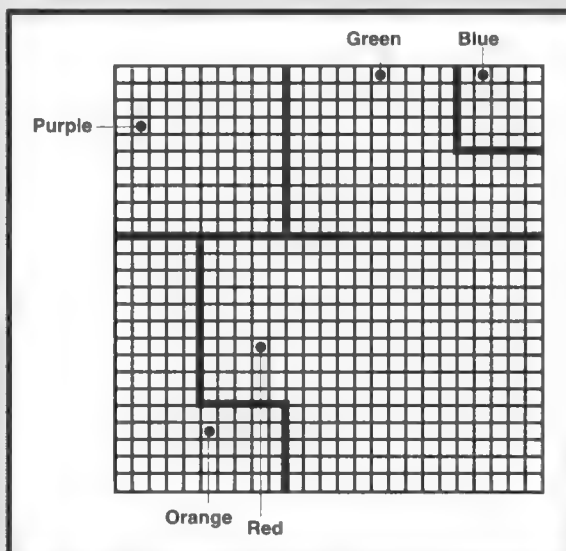
Does this grid arrangement look familiar? You saw the same 25-by-25 array in the Map Chamber on Plateau Island. To solve the marble puzzle, you must remember the exact grid locations of the five Fire-marble Domes from the Plateau Island maps; match five marbles by color to the five islands (based on the color wheel scheme in Gehn's Survey Room); then place the appropriate colored marbles in the corresponding Fire-marble Dome squares on the puzzle grid.

Sound complicated? It is.

But don't worry. Because you were kind enough to buy this book, I'll be happy to give you the answers.

**Note: Noncheaters must guess the color of the Crater Island marble, because the Crater Island colored light was out of order when you used Gehn's color wheel. Cheaters, however, can continue reading this sentence as it inexorably leads them on and on to the phrase: Use the purple marble! As for the location of the blue marble on the small island in the upper right corner—well, you've cheated this far. Check the grid diagram below. Trust me, getting free answers can be immensely satisfying and rewarding.**

Place the marbles according to the following diagram:



- Turn around and go to the wall switch in the corridor.
- Click on the wall switch to lower the marble press and reveal the white button.
- Click on the white button to activate the press.

A spectacular wind blast indicates you've placed the marbles correctly and have powered up all five Fire-marble Domes. Now you can use any of the linking books in the domes—as long as you have the code to *open* the domes, of course. Again, this code changes from game to game in *Riven*, so Cheat Boy can't help you there. The five-number code was in Gehn's journal in his laboratory on Crater Island. If you haven't found the code yet, or you forgot to jot it down, then you'll have to go there now to get it.

Otherwise, your obvious next task is to return to any one of the four Fire-marble Domes you've previously visited in *Riven*. The quickest trip is probably to the dome right here on Temple Island.

- Turn around, exit the Golden Dome, and return down the ramp into the Gate Room.
- Exit through the far door and turn around to see the chamber rotation button.
- Push the button three times.

This rotates the chamber so one doorway is in front of you and the other doorway is on the back right wall of the Gate Room as you enter.

- Go through the far door of the Gate Room.
- Follow the catwalk into the Golden Dome. (You created this access back in the "Connect Crater Island to Golden Dome" section of Chapter 3, "Crater Island.")
- At the intersection, turn left and follow the curving catwalk around to the stairs.
- Descend the stairs and continue out of the dome.
- Follow the outside walkway to the tunnel entrance and turn right to face the lift button.
- Push the button to ride the lift down to the lower-level tunnel.
- Turn left, exit the tunnel, and climb the stairs to the Fire-marble Dome.

## Fire-marble Dome (Temple Island)

- Approach the slider puzzle on the dome.
- Move the sliders to the positions on the scale that match the five-number sequence you found in Gehn's lab journal on Crater Island.
- Push the button under the sliders.



- Click on the linking book for a close-up. Watch the spectacular fly-by sequence of Gehn's world.
- Click on the animated window to travel to Gehn's age.

## Gehn's Age: Office

You arrive inside a cage, of course. Gehn's twisted, but he's not stupid. Note his linking books to each of the five islands of Riven arrayed around the cage. You can identify each by the grid pattern you first saw on the plaque in the Golden Dome, then in the map devices on Plateau Island.

- After you arrive, turn left twice to the button.
- Push the button to summon Gehn.
- Listen to Gehn's sorry excuse for a story. When he asks you to use the Prison Book first, click on its animated window. (If you wait too long, Gehn closes the Prison Book, powers up all the other linking books, and exits to give you more time to think and/or explore. But that's OK. Just push the call button again; he'll be back.)

When Gehn attempts to follow you through the link, you switch places with him—he's trapped in the book, you're free in his office.

- Turn right and approach the big globe-like device.
- In the close-up, click on the lever, sliding it to the right. This powers up all the linking books.
- Turn right and move toward the window. See the switch handle?
- Pull the switch handle to lower the cage into the floor.
- Turn right and approach the well-like passage.
- Climb down the ladder to Gehn's bedroom.

## Gehn's Bedroom

- Read Gehn's personal journal on the nightstand next to his bed.
- Click on the small metal globe next to the journal. Listen carefully to the sequence of five sounds; jot down a description. This is the code that unlocks Catherine's prison.
- Climb back up the ladder to the office.

- Find the linking book for Prison Island. It's the book with a single square as its grid pattern.
- Open the linking book and click on the animated window to travel to Prison Island.

## Prison Island & Star Fissure Finale

### Arrival at Prison Island

This tiny island has split off far from the rest of the Riven chain. You arrive inside the Fire-marble Dome.

- Press the floor button under the linking book podium. You rise out of the dome.
- Follow the walkway to the elevator.
- Enter the elevator to see a sound device with three keys, a small lever, and a bar attached to a pull-cord.
- Use the keys to enter the sequence of five sounds you heard when you opened the small globe-shaped watch on Gehn's nightstand.
- Click on the lever to open the cage. The elevator automatically travels up to Catherine's room.

Meet Catherine, wife of Atrus, goddess of the Moiety. She hustles onto the elevator, pulls the cord, and you ride back down together. And off she goes!

- Go back out to the Fire-marble Dome. Because Catherine just used it, it's spinning again.
- Use the kinetoscope as before; look in the viewer. When the highlighted symbol appears, click on the top button to stop the spinning and retract the outer dome.
- Approach the dome and reset the slider puzzle to the same five-number sequence you used earlier.
- Open the linking book and use it to return to Gehn's age.
- You arrive in the cage again, but don't freak out. Turn until you find the Temple Island linking book and click on it to get a close-up; it's the one with this grid pattern:



- Open the Temple Island linking book.
- Click on the animated window to travel to Temple Island.

## Temple Island

- Click on the floor button to exit the Fire-marble Dome.
- Turn around and follow the walkway to the wall button.
- Press the wall button to lower the lift.
- Step forward onto the lift and press the button again to go up one level.
- Turn right and follow the walkway into the Golden Dome.
- Follow the catwalk around the inside of the dome to the raised drawbridge.
- Pull the lever to lower the drawbridge and cross it into the Gate Room.
- Exit the Gate Room through the far door and turn right.
- Go down the stairs to the Star Fissure platform (where you started the game).

## Star Fissure Platform

- Approach the telescope.
- Click on the floor hatch for a close-up.
- Think of the buttons as being numbered 1 to 5, from left to right.
- Use the telescope code from Catherine's journal to click the buttons in the correct order based on the numbering you did in the previous step.
- Click on the handle to open the hatch.
- Move back from the hatch and click on the viewfinder to see the star field in the fissure. Cool! (Remember the opening sequence of *Myst*?)
- Move back again.
- Click on the strut just left of the hatch for a close-up. What's that thing stuck in there? That wouldn't be a *locking pin*, would it?
- Click on the handle to retract the locking pin.
- Move back again.
- Click on the control lever at far right.
- Click on the control button (just below the lever) five times to lower the telescope through the glass and start the sundering.

Thus ends your *Riven* adventure. Unlike *Myst*, *Riven* wraps with a comforting sense of closure. Gehn is banished. Catherine and Atrus are back together. Her people are safe. He is visibly relieved and grateful.



Your work is done. And so is mine.


# Hexen II

*Hexen II* begins where *Hexen* left off. You must fight your way through five different hubs, each with a different theme.

This chapter contains maps and tips to help you make it through each of the hubs and missions contained in *Hexen II*. I've also thrown in some cheat codes to give you an extra edge if you still get stuck in the game.

## Cheat Codes

To activate a cheat code, press the  key and then type in a code from the list below. Press  to activate the code. To deactivate a cheat, just reenter the code again.

*Hexen II* also contains "instant codes." While they are not really cheats, they let you do certain actions while pausing the game. For example, if you came across a large group of monsters, you could press the  key to pause the action and then use the instant codes to change weapons and activate several items in your inventory. Try these out.

### Hexen II Instant Codes

Item to Activate	Code	Item to Activate	Code
Torch	impulse 100	Seal of the Ovinomancer	impulse 111
Quartz Flask	impulse 101	Ring of Flight*	impulse 112
Mystic Urn	impulse 102	Force Cube	impulse 113
Krater of Might	impulse 103	Icon of the Defender	impulse 114
Chaos Device	impulse 104	Change weapon	impulse 10
Tome of Power	impulse 105	Throw item in inventory	impulse 44
Stone of Summoning	impulse 106	Activate chase camera	chase_active 1
Invisibility Sphere	impulse 107	Polymorph into a sheep	impulse 14
Glyph of the Ancients	impulse 108	Restart a level	restart
Boots of Speed	impulse 109	Restart game	impulse 99
Disc of Repulsion	impulse 110		

\* Normally, you can't control your use of a Ring of Flight. However, you'll receive 20 of these rings if you use cheat codes to acquire all the items in the game. For the player interested in using instant codes but not cheats, this code won't work.

## Hexen II Cheat Codes

### Desired Effect

God mode (complete invincibility)  
 No clipping paths (walk through walls and floors)  
 Remain completely invisible to enemies  
 Skip levels

### Code

god\*  
 noclip\* (\*\*)  
 notarget\*  
 changelevel x  
 (where x is the name  
 of the level)  
 give h x (where x is  
 the amount of health  
 desired; 999 is the maximum)  
 give 2  
 give 3  
 give 4  
 impulse 9  
 impulse 23  
 impulse 43\*\*\*  
 impulse 555\*\*\*

Get health

Get second weapon

Get third weapon

Get fourth weapon

Get all weapons and full mana and health

Get a torch

Get all weapons, full mana and health, 20 of each artifact,  
 all quest items

Get all weapons, full mana and health, 20 of each artifact,  
 all quest items

\* These codes can be turned off by retyping them in the command line.

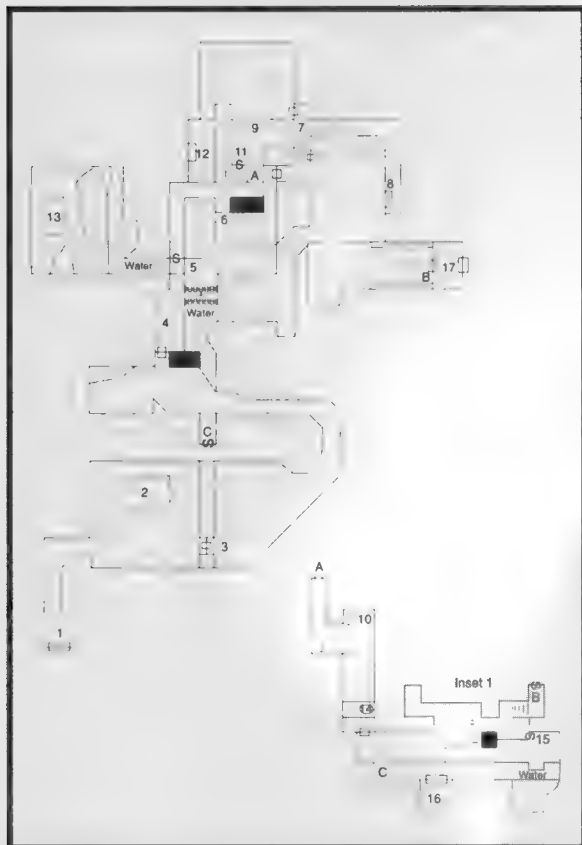
\*\* When in no clipping mode, move up and down using the **[D]** and **[C]** keys, just as when swimming or operating a Ring of Flight.

\*\*\* With this code, quest items won't appear in your inventory, but you'll automatically activate anything requiring a quest item. In short, you'll have all the keys, access to all areas and everything you need to open the final portal.

## Blackmarsh At-a-Glance

1. Jump on the trigger here to open the secret door across the room. Jump down into Area 2.
2. Push the button on the opposite side of this room to open the secret door on the other side of Area 7. The teleporter here leads back to Area 1.
3. The button here reveals another trigger beneath the sarcophagus at the center of the room. This opens the door at the bottom of the room.
4. Your second weapon appears here.
5. Beneath this bridge is a button and a teleporter to Area 6.
6. You arrive here from the teleporter at Area 5.
7. The lever here controls the large door on the side of the room. A trigger directly across from where you enter controls the lower secret door back into Area 2.
8. This is Loric's tomb, where you will find his bones. Jump off the platform at the area marked 'B' and go through the teleporter. Refer to Inset 1.
9. This pool is where you will bring the dust of Loric's bones to make the Potion of Mithril Transformation.
10. This door leads to the Barbican.
11. This door leads to the Mill.





## Barbican At-a-Glance

1. You arrive here from Blackmarsh.
2. This catapult sends you over the wall to the right.
3. Open this door to allow passage back to Blackmarsh.
4. This is the outside of the Barbican.
5. Swim down and knock out the grate here; then swim down the corridor and up at Area 6.
6. Knock down the wall here to enter the inner building.
7. Come to these stairs from Area 6.
8. You must destroy this ballista to prevent its attacks.
9. Come here after destroying the ballista. Go through the door at A, and then refer to inset 1.
10. This lever controls the drawbridge at 18.
11. The secret door here allows access to the ballista at 12.
12. With this ballista, you must destroy the building at 13.
13. Inside the old tower is a teleporter you can access only after you destroy the building with the ballista at 12. The teleporter takes you to the Mill Key.
14. Drop through the hole in the floor here.
15. The secret door here leads to a passage back to the outside of the door to the King's Court. Drop down at the area marked 'B,' and then refer to the main map.
16. The mithril door here leads to the Castle Key. You can only destroy the door after you create the Potion of Mithril Transformation. A Ring of Water Breathing is at C. Swim through the door here, and then refer to the main map.
17. This is the entrance to King's Court.
18. The lever at Area 10 controls the drawbridge.



## The Mill At-a-Glance

1. You arrive here from Blackmarsh.
2. Jump down into this area and up the large ramp ahead.
3. This area leads to two teleporters at 4 and 7.
4. Take this teleporter to reach the Mill itself. Go through and refer to Area 5 on Inset 1.
5. You arrive here from the teleporter at 4. The door on the right side of the Mill will only open if you have the Mill Key. The teleporter here returns you to Area 4 on the main map.
6. Bring the bones of Loric here. They will be ground into dust, which can be found back in Area 5.
7. Take this teleporter to Area 8.
8. You arrive here from the teleporter at 7. The teleporter behind you returns you to Area 4.
9. Hit the lever here to open the door at 10.



10. The lever at 9 opens this door.
11. This door leads back to Area 1. You can open it only from this side.



## King's Court At-a-Glance

1. You arrive here from the Barbican.
2. This house contains a number of useful items.
3. This is the butcher's shop.
4. This is "The Shoppe."
5. This is the tailor's shop.
6. The hidden teleporter under the stairs here leads to Area 7.

7. There are some hidden items here, accessible from the teleporter at Area 6. The teleporter here returns you to Area 6.
8. This door leads to the Inner Courtyard.
9. This door leads to the Stables.
10. Use the Tailor's Key to open the secret closet. This gives you the Disrupt Magic scroll, allowing access to the Palace Entrance area at 12.
11. This is the temple of the Brotherhood of Hunger. You must have the amulet to enter.
12. This door leads to the Palace Entrance. You must have the Disrupt Magic scroll to break the magical barrier.

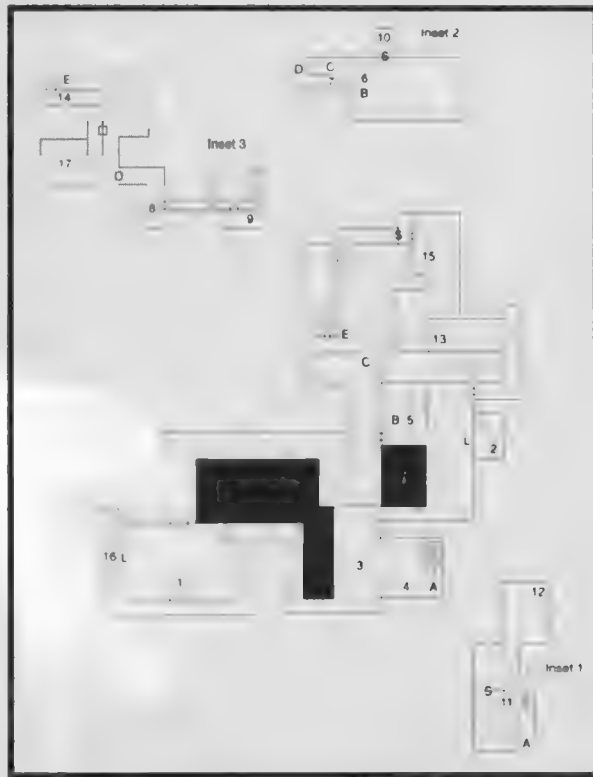


## Forgotten Chapel At-a-Glance

1. You arrive here from the Inner Courtyard.
2. Go to this door first.
3. Hit the trigger here to move the altar, revealing the hole down to Area 4 on Inset 1.
4. You will land on a sort of platform here. Walk out to Area 5.
5. The body of the tailor is here. Destroy it to retrieve the Tailor's Key. Go back to Area 4 and destroy the floor. Drop through the hole at B and refer to Inset 2.
6. This teleporter takes you to Area 7 on the main map.
7. You arrive here from the teleporter at Area 6.

## The Stables At-a-Glance

1. You arrive here from King's Court.
2. If there is a book here, it will tell you the Treasury Key is buried at Area 3.
3. If there is a book at Area 2, the Treasury Key will be buried here.
4. This is the forge.
5. Jump up on the hay bales here and climb the ladder at B. Refer to Inset 2.
6. You arrive here from the ladder at 5. If you fall off the ramp at C, refer to the main map.
7. Go up this ramp from Area 6 to Area D; then refer to Inset 2.
8. Climb up here to open the door out to the rafters.
9. From the rafters, jump into this alcove and flip the switch to open the secret door at 10.
10. The shovel is here. You need it to retrieve the Treasury Key either at 3 on this map or at Area 5 on Map 6-8.
11. After you enter the temple of the Brotherhood of Hunger, the trigger for the secret door here appears.
12. The Stable Key is here.
13. The bars here cannot be destroyed or opened.
14. This door will not open without the Stable Key. Open the door, and then refer to the main map.
15. The sand is here. Take it back to the forge at Area 4 to create the Bead of Glass.
16. Climb the ladder here to access the platform around the entry courtyard.
17. Climb the ladder here on the bunk beds to open a door leading to a Seal of the Ovinomancer.





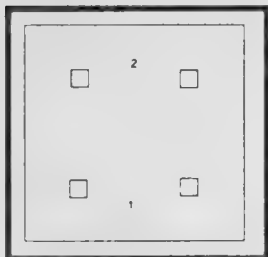
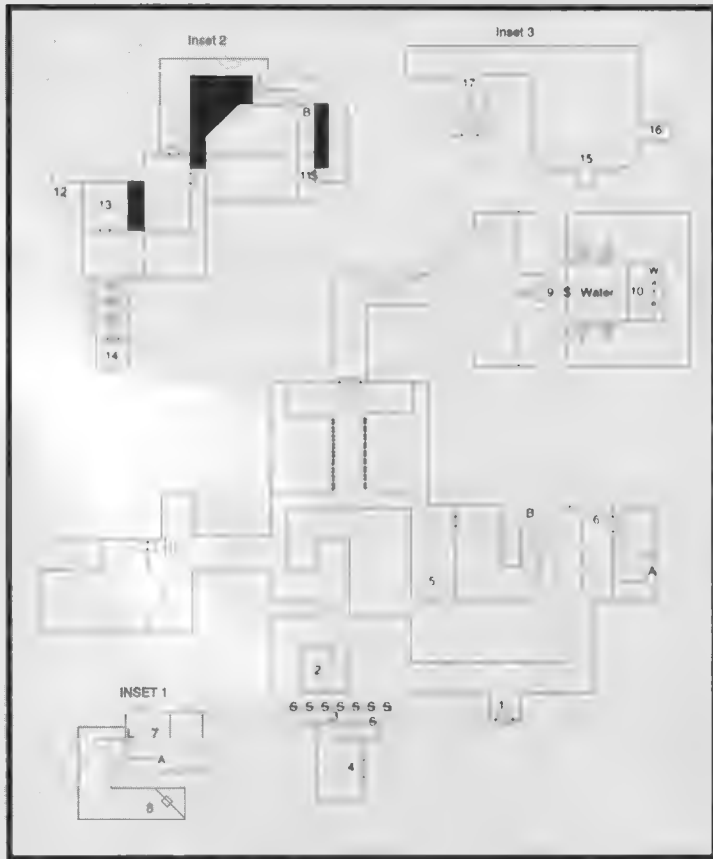
## Palace Entrance At-a-Glance

1. You arrive here from King's Court.
2. The ballista here is very difficult to destroy.
3. The elevator here leads down to the courtyard.
4. Open the door here to find the corridor leading to the King's Treasury.
5. Take these circular stairs down to Area A; then refer to Inset 1.
6. The amulet for the temple of the Brotherhood of Hunger is here. You must have the Treasury Key to access this Area.
7. The teleporter here takes you to Area 8.
8. You arrive here from the teleporter at 7.

## Inner Courtyard At-a-Glance

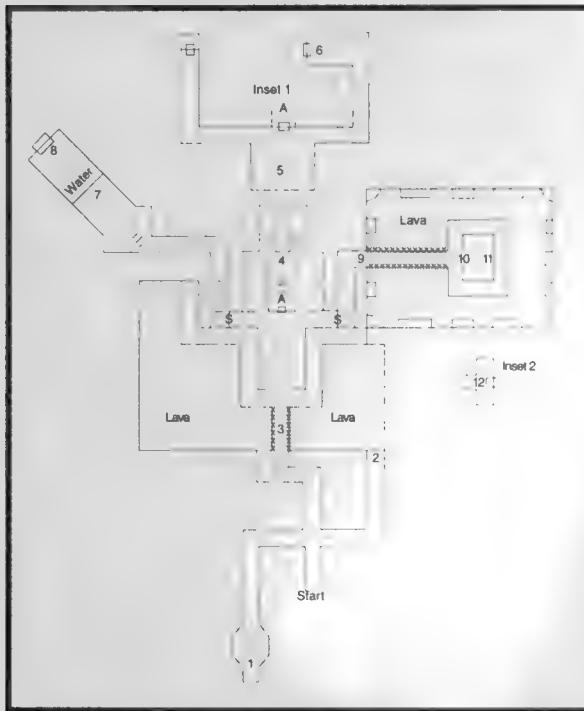
1. You arrive here from King's Court.
2. This is the guillotine.
3. Shatter the stained glass here to reach the hidden platform. Trigger the secret door and walk through to Area 4.
4. This door leads to the Forgotten Chapel.
5. This is Anton's grave. If there is no book at Area 2 on map 6-6, the Treasury Key will be buried here. You need the shovel to find it. The staircase in this area leads to B. Refer to Inset 2.
6. Go to this building and in to Area A. Refer to Inset 1.
7. There is a ladder in the chimney here. Climb up to Area 8.
8. The grindstone is here. If you have created the Bead of Glass, it will be ground into a Lens of Seeing.

9. This secret door is accessible only if you have created the Lens of Seeing at Area 8.
10. Go into this archway to receive the ability to slay the crystal golem.
11. The shelf here holds a trigger for the secret door behind the bookcase.
12. This teleporter leads back to the guillotine at 2.
13. This is Anton's cell. The book here will tell you about the Forgotten Chapel. Also, if there is no book at Area 2 on map 6-6, this book will tell you the Treasury Key is buried in Anton's grave at 5.
14. This teleporter leads to Area 15 on Inset 3.
15. You arrive here from the teleporter at 14. The teleporter here returns you to Area 14.
16. The crystal golem starts here.
17. The door here leads to Famine's Domain. It is accessible only after you destroy the crystal golem.



## Famine's Domain At-a-Glance

1. You arrive here from the Inner Courtyard.
2. Famine starts here.



## Plaza of the Sun At-a-Glance

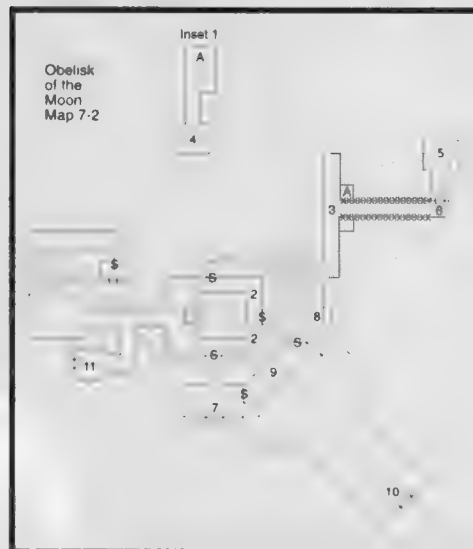
1. As you walk toward this area, a cage holding a golem drops down. Behind him is the trigger that raises the bridge to Area 2.
2. Flip the lever here to raise the bridge at 3 out to the central area.
3. This bridge is over lava, so watch your step!
4. Jump on the altar at the top of the two small flights of stairs to open the large door (marked 'A' on your map) at the top of the long flight of stairs. Refer to Inset 1 for the area at the top of the stairs.
5. You find your third weapon here.
6. This doorway leads to the Obelisk of the Moon, which you will use as a

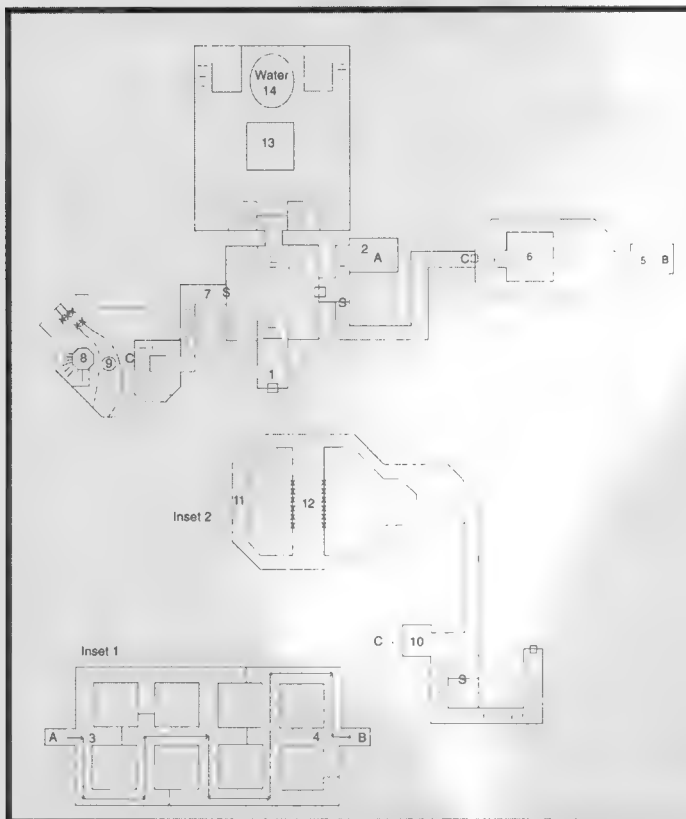
nexus for many areas in Mazaera.

7. The small stream here is the Stream of Life. If you step in it, you will be utterly destroyed, so make sure you jump over as you head to the door at 8.
8. This door leads to the Square of the Stream, where you find the Element of Water and the Crystal Skull.
9. This doorway leads to the Test of Fire surrounding the room. The floor is made of lava, so be very careful.
10. The Element of Fire is here.
11. A trigger on the wall here will drop the elevator down. Refer to Inset 2 for this area.
12. This door leads to the Court of 1000 Warriors, where you will find the Jade Skull and eventually undergo the Test of Earth.

## Obelisk of the Moon At-a-Glance

1. You enter from the Plaza of the Sun here.
2. These two floor plates cause the central obelisk to raise, opening the three secret doors in this room.
3. The bridge here will be destroyed in pieces as you try to walk across. You can drop off the side to the area marked 'A'; then refer to Inset 1.
4. This teleporter takes you to Area 5.
5. You come here from the teleporter at Area 4. The door opens for you automatically.
6. The Ornamental Stone Key is here.
7. The Crystal Skull goes here.
8. The Jade Skull goes here.
9. This large area opens up when you return the two skulls to their proper locations. Jump off this ledge to reach the floor. Under the overhanging precipice is a teleporter that returns you to Area 9.
10. This door leads to the Temple of Columns. You cannot reach it until you have replaced the Skulls.
11. This door leads to the Bridge of Stars.





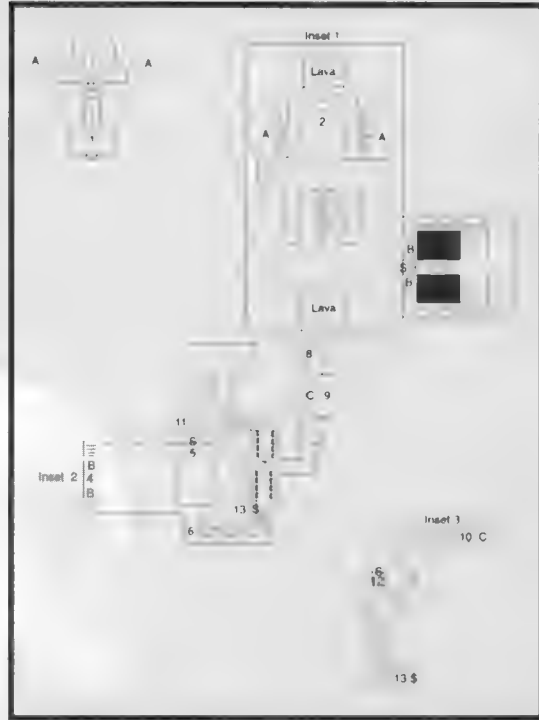
## The Square of the Stream At-a-Glance

1. You enter from the Plaza of the Sun here.
2. Go to this area to find the Test of Water. Drop into the pool at the center of the room and refer to Inset 1.
3. This is the Test of Water. Follow the arrows to reach the other side of the water maze.
4. At the end of the Test of Water, surface at the spot marked 'B'; then refer back to the main map.
5. You exit here from the Test of Water.
6. The Element of Water is here.
7. This secret door opens when you have completed the Test of Water.
8. Run to this platform, then jump over the obelisk at 9.
9. Jump over this obelisk to cause it to raise; then go to the area marked 'C' and refer to Inset 2.
10. This area is below the platform reached by the secret door at 7.
11. Hit this floor switch to raise the bridge at 12.
12. The Serpent's Heart is here.
13. The Serpent's Heart goes here.
14. The Crystal Skull rises out of the water here when you place the Serpent's Heart on the altar at 13.



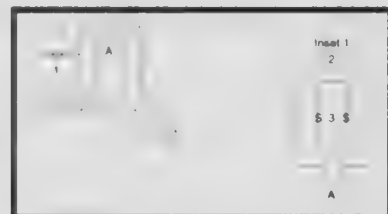
## Court of 1000 Warriors At-a-Glance

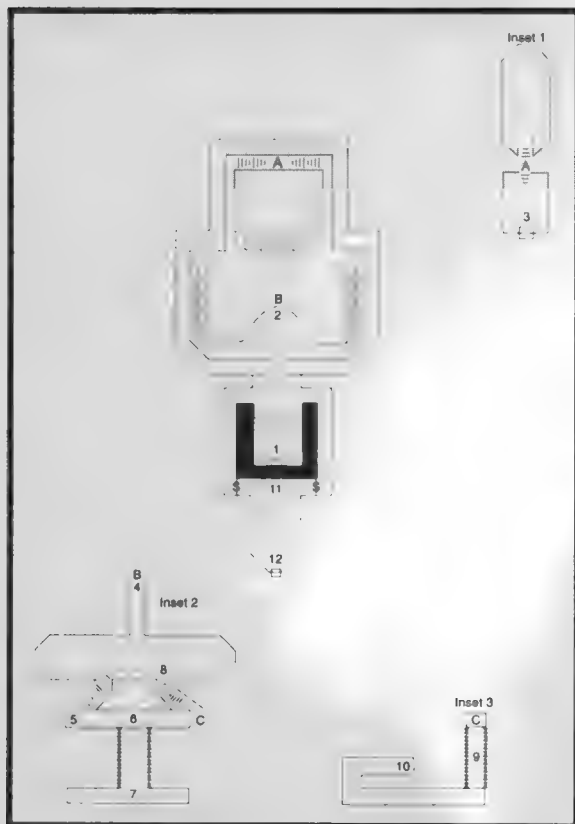
1. You enter from the Plaza of the Sun here. Go through the door at the top of the stairs, exit either side at the area marked 'A,' and then refer to Inset 1.
2. Jump on the trigger here to open the secret door at 3.
3. Go through here and around to the sets of stairs leading down to the area marked 'B'; then refer to Inset 2.
4. You arrive here from the stairs in Inset 1.
5. This secret door opens when you complete the Test of Earth.
6. Take these stairs down to the Jade Skull.
7. Drop off the bridge to the floor below here.
8. Hit the switch at the end of this submerged corridor to open the grate at 9.
9. Swim down into this grate to the area marked 'C'; then refer to Inset 3.
10. The Jade Skull and a trigger are here. Hit the trigger; then swim up to the corridor.
11. If you can jump across the broken bridge, this ledge overlooks Area 12 on Inset 3. The lever here opens the secret door.
12. The switch at 11 on Inset 2 opens this secret door.
13. The doors marked '13' on insets 2 and 3 are the same door. After locating the Jade Skull, you will arrive back at the same side of the broken bridge via this corridor.



## The Test of the Earth At-a-Glance

1. You arrive from the Temple of Columns here. Drop off the platform at the top of the stairs at area 'A' and refer to Inset 1.
2. The Element of Earth is here. The two corridors leading here are filled with crushing devices that must be timed to cross successfully.
3. This secret passage opens when you get the Element of Earth. An elevator here takes you to a corridor leading back to the platform next to area 1.





## Temple of Columns At-a-Glance

1. You arrive here from the Obelisk of the Moon.
2. The stairs on the sides lead up to this platform, giving you an overview of the courtyard. Go down the stairs around behind the large building to Area A and refer to Inset 1. Beneath this platform is a door. Go to Area B and refer to Inset 2.
3. This door leads to the Test of Earth area in the Court of 1000 Warriors.
4. You arrive here from the doorway under the platform at 2.
5. Go down these stairs to this low ledge.
6. Hit the trigger here to raise the bridge to 7.
7. Hit the trigger here to raise the bridge at 9 on Inset 3.
8. Take these stairs up to the area marked 'C'; then refer to Inset 3.
9. The trigger at 7 raises this bridge.

10. This teleporter leads to Area 11 on the main map.
11. You arrive here from the teleporter at 10. When you do, the secret doors here will open.
12. This door leads to the Tomb of the High Priest.

## Tomb of the High Priest At-a-Glance

1. You arrive from the Temple of Columns here. Go to the area marked 'A' and refer to Inset 1. At the center of this courtyard is a piece of your fourth weapon.
2. You arrive here from the stairs at A.
3. Strike the secret door to open it, leading to this secret area.
4. Take these stairs to B, then refer to Inset 2.
5. The stairs at B lead to this room. Head through to area C; then refer to Inset 3. When you enter this area, the center of the courtyard above will drop down to here.
6. Go down the stairs to this area from C.

7. Sections of the wall crush you as you walk past them here. Continue down the stairs to D and refer to Inset 4.
8. You arrive here from 7. Jump down to area E and go to the coffin at the far end; then go back to E and refer to Inset 5.
9. The Element of Air is here.
10. The teleporter here returns you to Area 2 in Inset 1.

## Bridge of Stars At-a-Glance

1. You arrive here from the Obelisk of the Moon.
2. The other piece of your fourth weapon is here.
3. Take this teleporter to the top of the bridge at 4.

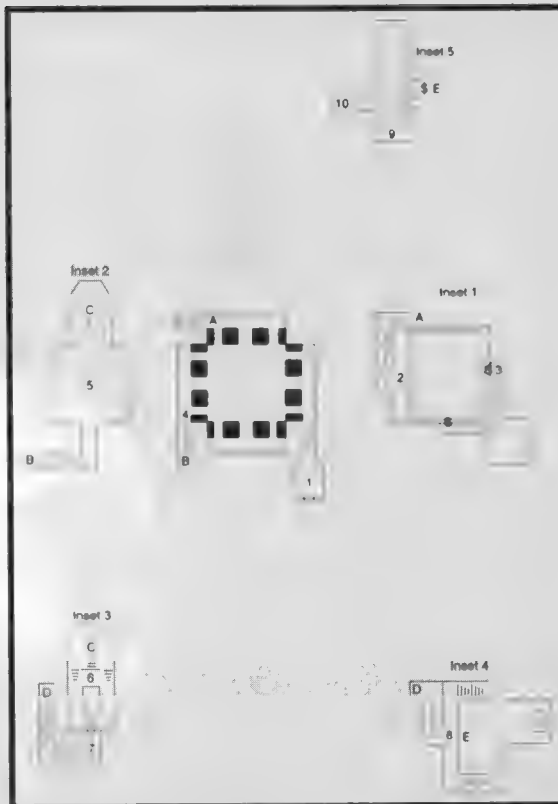


4. Place the Elements here, dropping down from bridge to bridge.

5. When the Elements have been returned, this pool leading to the Well of Souls opens.

## Well of Souls At-a-Glance

1. You arrive here from the Bridge of Stars
2. Jump to this island to trigger the door at 3.
3. This door opens to reveal mana and health.
4. Rings of Flight appear here.



## Temple of Horus At-a-Glance

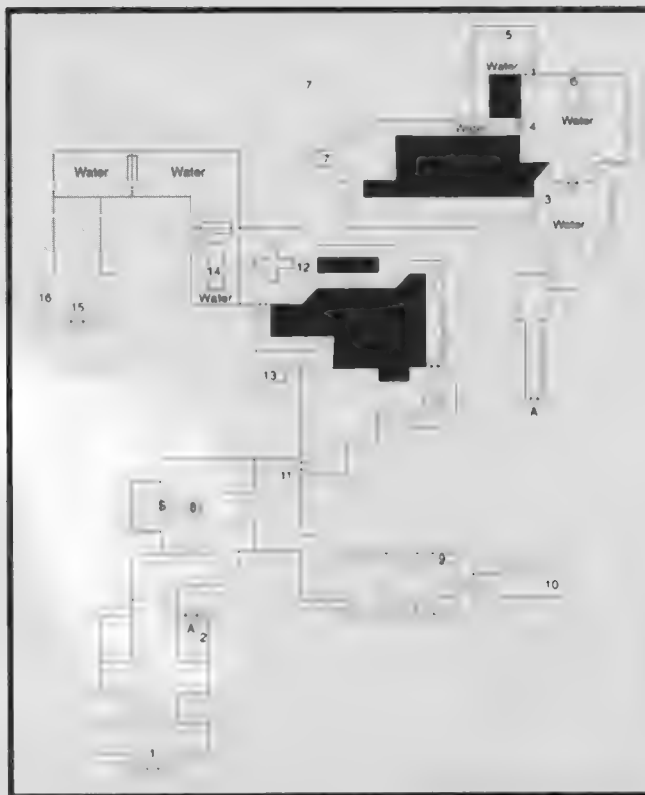


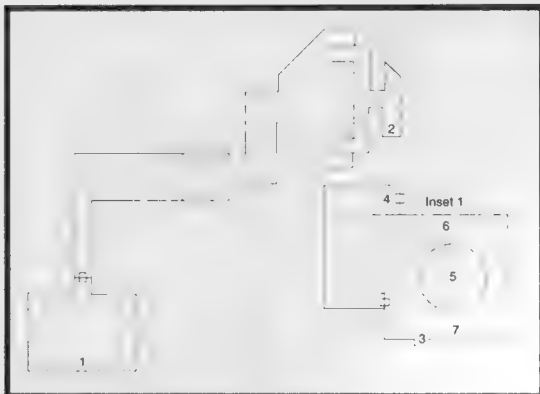
1. Read the obelisk here for a clue about this area. Then walk to the corridor under the platform and refer to Inset 1.
2. Push open this secret door to find the Eye of Horus. Press the button here to open the other secret door in this area and disable the spitting cobra statue.
3. Jump down from the ledge onto this platform to the area marked 'B' and refer to Inset 2.
4. The Key of Anubis is here.
5. This teleporter returns you to the long hallway at 6 on Inset 1.

6. You return here from the teleporter at 5.
7. You will need the Key of Anubis to open this door.
8. This teleporter returns you to Area 9 on the main map.
9. You return here from the teleporter at 8. The secret door at the east end of this room will be open when you return.
10. Place the Eye of Horus here.
11. This door leads to the Palace of the Pharaoh.
12. This door leads to the Temple of Nefertum.
13. This door leads to the Pyramid of Anubis.
14. Find the Staff of Nefertum here.
15. Place the Upper and Lower Crowns of Egypt here.
16. This elevator takes you to the portal to Pestilence's Lair. It operates only after the Upper and Lower Crowns are returned.

## Palace of the Pharaoh At-a-Glance

1. You enter here from the Temple of Horus.
2. Press the trigger here to open the door located in the tube at A on Inset 1.
3. Find the Scarab of Time in a chest here.
4. Break down this door to access the corridor.
5. Enter this room and go up the ramp to enter the next room.
6. The floor trigger here disables the barrier in this room and opens a door in the tomb of the Dark Pharaoh.
7. This teleporter returns you to Area 1.
8. Destroy the statue here to open the secret door in this room.
9. Press the switch here to reveal a secret passage under the throne.
10. The Dark Pharaoh's Key is located here.
11. You will need the Dark Pharaoh's Key to open this door.
12. The four Canopic Jars go here. The door on the south wall is opened by the floor plate at 6.
13. Find the Qebhsenuf Canopic Jar here.
14. This is the Dark Pharaoh's boat. It will sail when the four Canopic Jars are replaced.
15. This door leads to the Temple of Light.
16. This teleporter returns you to the tomb of the Dark Pharaoh, near Area 12.



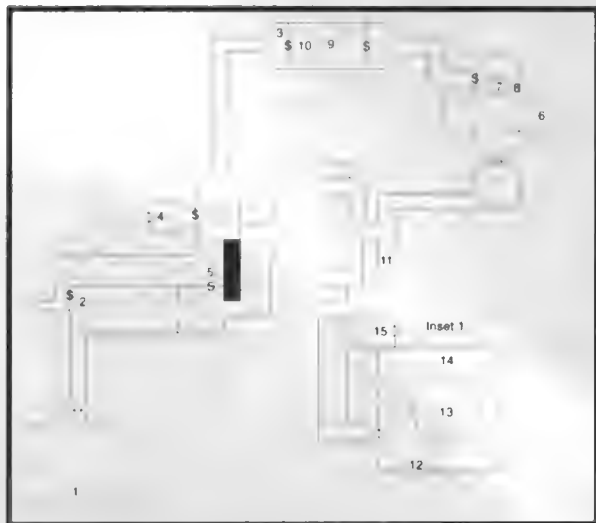


## Temple of Nefertum At-a-Glance

1. You arrive here from the Temple of Horus.
2. This teleporter leads to Area 3 on Inset 1.
3. You arrive here from the teleporter at 2. This teleporter returns you to Area 2.
4. This door leads to the Ancient Temple of Nefertum. You must have the Scarab of Time to find this portal.
5. This is the Wheel of Ages. To operate it, you must have the Staff of Nefertum.
6. Press the button here to set the Wheel of Ages to the constellation of Isis.
7. The Upper Crown of Egypt is created here when the two Wheels of Ages have been set.

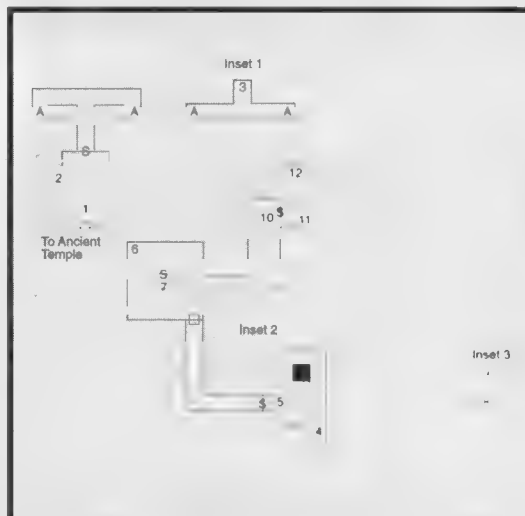
## Ancient Temple of Nefertum At-a-Glance

1. You arrive here from the Temple of Nefertum.
2. Break the wall here to discover the large secret area.
3. Press the trigger here to open the secret door on the other side of Area 9 and the secret door to Area 4.
4. This door leads to the Shrine of Naos.
5. Open the secret door here to go back to the main temple.
6. Open the standing sarcophagus here to prepare the sarcophagus on the altar. Press the button to disable to fireballs that attack from the wall opposite.
7. Stand on the sarcophagus to open the panel at 8.
8. Press the button here to disable the laser. Return to the sarcophagus at 7 to retrieve the Rough Cut Gem and to open the small secret door there.
9. To control the floor here, you must find the code on the plaque in the Shrine of Naos.
10. The Imsethy Canopic Jar is located here.
11. This teleporter leads to Area 12 on Inset 1.
12. You arrive here from the teleporter at 11. The teleporter here returns you to Area 11.
13. This is the Ancient Wheel of Ages.
14. Press the button here to turn the Ancient Wheel of Ages to the constellation of a Hippopotamus.
15. This door leads to the Temple of Nefertum.

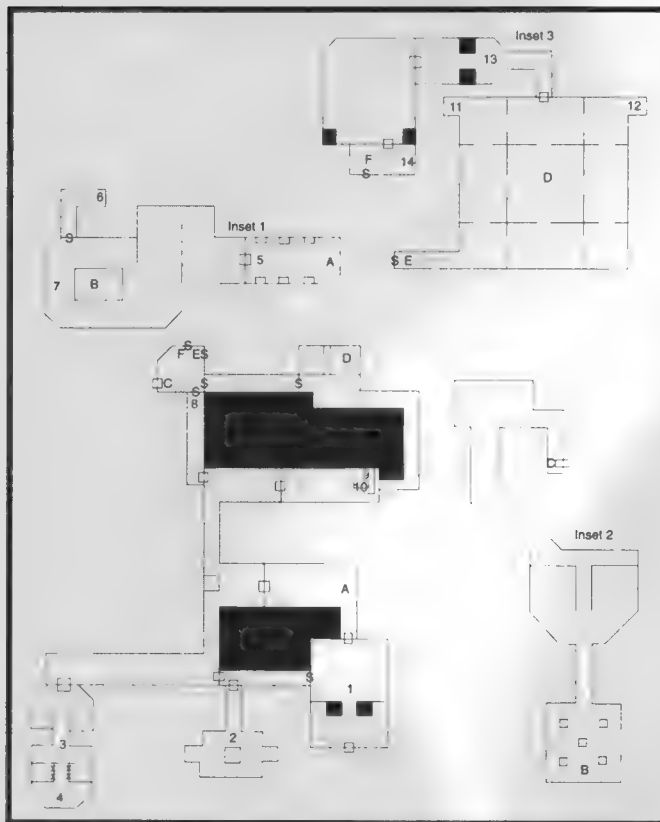


## Shrine of Naos At-a-Glance

1. You arrive here from the Ancient Temple of Nefertum.
2. Destroy the urn and press the trigger here to open the secret door in this room.
3. Follow the corridors to here to this teleporter. It leads to Area 4 on Inset 2.
4. You arrive here from Area 3. The teleporter here returns you to Area 3.
5. Push the secret door between the feet of the statue to open it.
6. Press the switch here to open the secret door leading to Area 7.
7. Take this elevator to Area 8 on Inset 3.
8. You arrive here from the elevator at 7.
9. This teleporter takes you to the lap of the statue at Area 5. You retrieve the Guardian Key here.
10. Press the wall trigger to open the secret door here.
11. Get the pattern for the puzzle at Area 9 on map 8-4 on the plaque here.
12. This teleporter returns you to Area 1.



## Pyramid of Anubis At-a-Glance



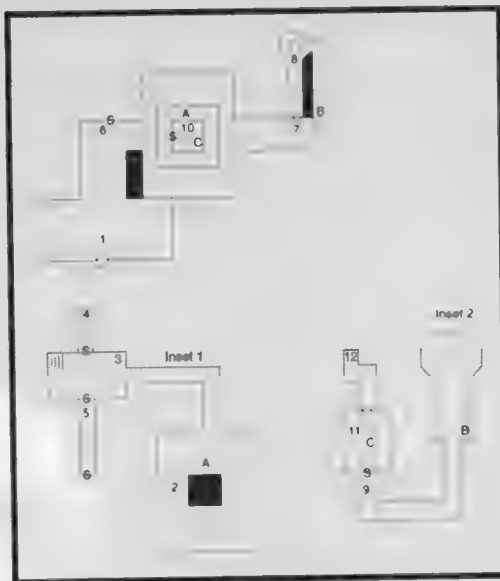
1. You arrive here from the Temple of Horus.
2. Place the Rough Cut Gem here, and then press the four floor switches to activate the cutters to turn it into the Serpent's Eye Gem.
3. Place the Serpent's Eye Gem here to create the bridge to Area 4.
4. The giant serpent appears here. When it is destroyed, the Hapy Canopic Jar rests here.
5. Jump across the tops of the columns to reach this door. The door is destroyed when you reach it.
6. Push on the wall to reveal this secret area. The button here drops the Dark Pharaoh's Scepter to within easy reach.

7. The Dark Pharaoh's Scepter appears here.
8. The secret door to this hallway is actually a false wall located behind the body on the floor.
9. Press the buttons on the shelf here (middle, left, right) to open the passage at 10.
10. Reveal this passage by pressing the buttons on the shelf above in the correct sequence.
11. Place a barrel on the floor switch here.
12. Place a barrel on the floor switch here. When barrels are placed at both 11 and 12, the door out of this room will open.
13. Place the Dark Pharaoh's Scepter here.
14. Find the Duamutef Canopic Jar here.



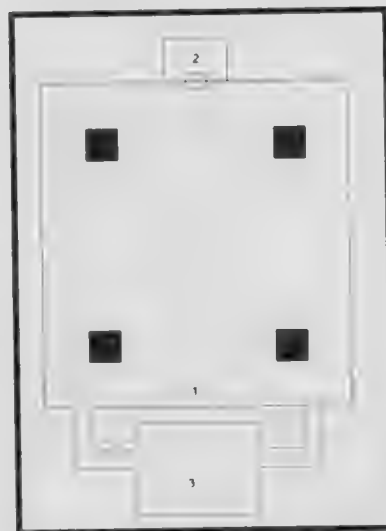
## Temple of Light At-a-Glance

1. You arrive here from the Palace of the Pharaoh.
2. Drop down to this area on the main map at A.
3. Use the staircase on the wall to find the lever on the rafters here. This lever opens the two secret doors in the floor below.
4. The Key of Ra is here. The lever at 3 opens this door.
5. The lever at 3 opens this secret passage.
6. Take the secret passage at 5 to return to this area.
7. You need the Key of Ra to open this door.
8. Turn the sundial here to 12 o'clock.
9. Go here to open the secret door at 10 on the main map.
10. Open this secret door by walking to Area 9. Going through leads to Area 11.
11. The Lower Crown of Egypt is here.
12. This teleporter returns you to Area 1.

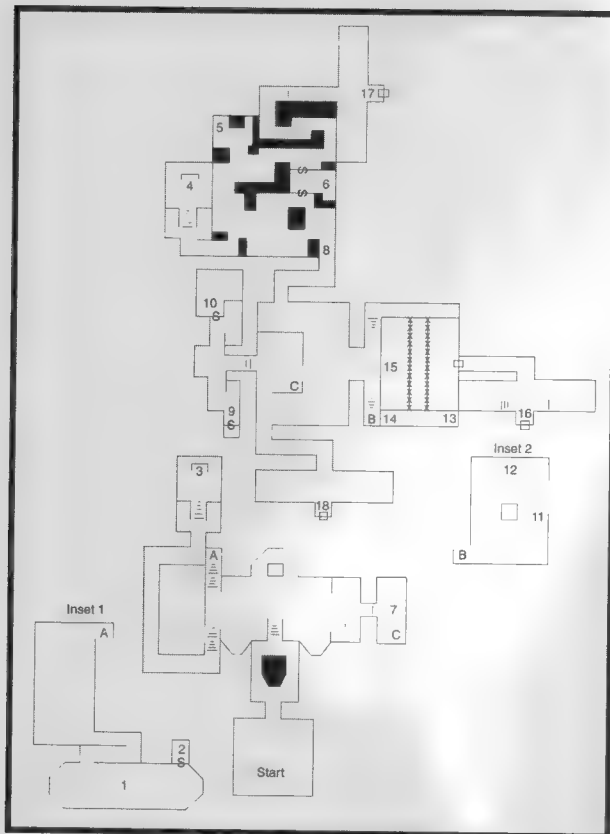


## Pestilence's Lair At-a-Glance

1. You arrive here from the Temple of Horus.
2. Pestilence starts here.
3. Use this area as a place to rest from battle (Pestilence is too large to fit through the doors.)



## Hall of Heroes At-a-Glance



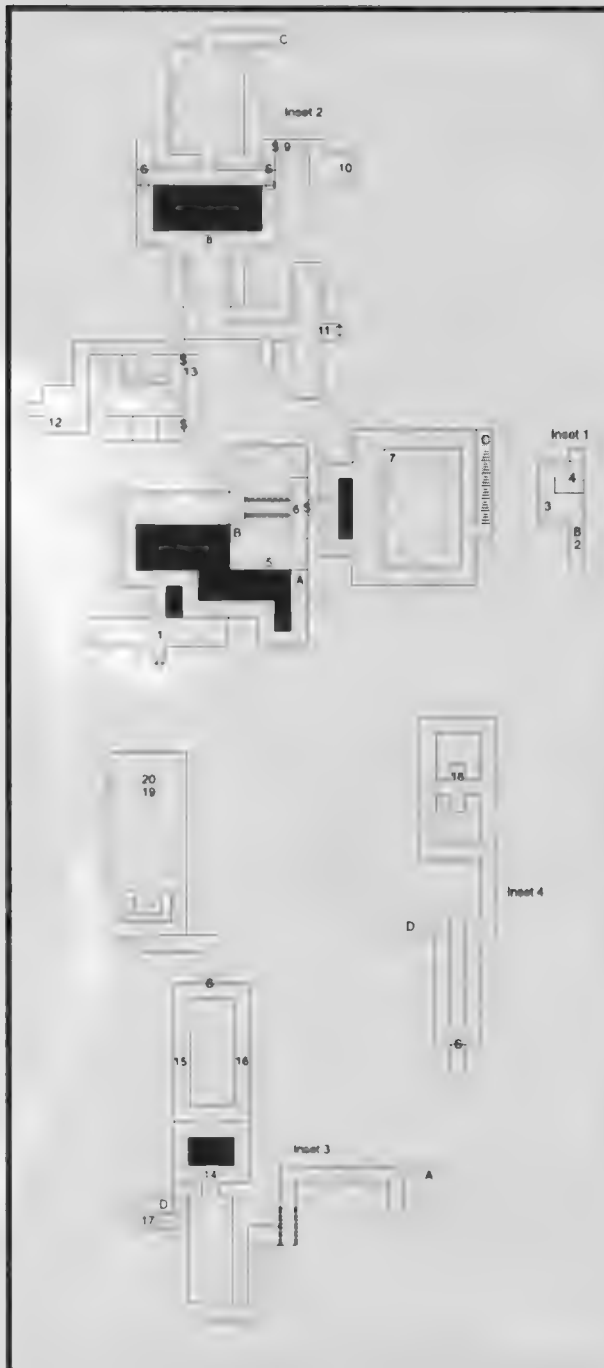
1. You find the large red gem here.
2. Destroy the wall here to find a button that creates an artifact in the Temple of Mars.
3. This teleporter leads to Area 4.
4. You enter here from the teleporter at Area 3. This teleporter returns you to Area 3.
5. The button on the wall here opens the doors leading to Area 7.
6. This hidden button in the maze creates an artifact in the Temple of Mars.
7. Place the red gem from Area 1 here to empower it.
8. This exit from the maze leads to portals to the Forum of Zeus and the Gardens of Athena.
9. Destroy the wall here for a hidden power-up.
10. Destroy the wall here and use a barrel to enter the hidden spider's nest.

There are some artifacts here as well as a number of angry spiders. The floor beneath the Seal of the Ovinomancer disintegrates when you touch it.

11. Place the empowered gem here to activate the rotating bridge.
12. Press this button to turn the bridge.
13. This button opens the door from the bridge in this room.
14. This button turns the bridge, allowing access to the door opened by the button at 13.
15. This button turns the bridge.
16. This door leads to the Forum of Zeus.
17. This door leads to the Gardens of Athena.
18. This door leads to the Reflecting Pool.

## Forum of Zeus At-a-Glance

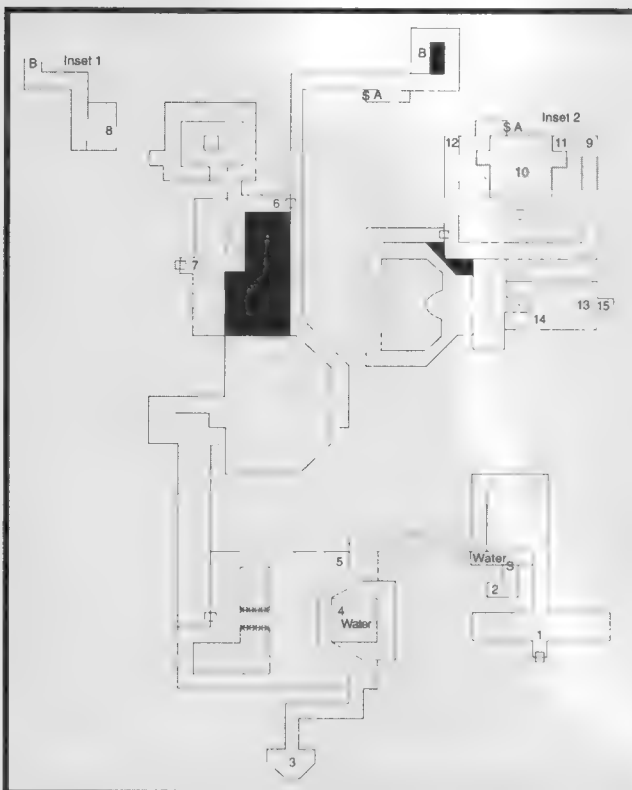
1. You enter here from the Hall of Heroes.
2. Swim underwater to this hidden corridor to find the buttons at 3 and 4.
3. This button releases the bridge in the pool room.
4. This button creates a shelf in the pool room.
5. The elevator here takes you to the ledge surrounding the pool room. The floor plate at the top raises the bridge released by Button 3. You can jump to the bridge or platform above the water from here.
6. This platform is raised by the button at 4.
7. You will find this hidden crack in the wall on the narrow shelf above the courtyard. Destroy the wall here to find a button that creates an artifact in the Temple of Mars.
8. This button drops the bridge in the pool room. The bridge is located on Inset 3. This button also opens the two secret doors in the corridor behind.
9. Destroy the wall here to discover a large secret area.
10. Press the button here to create an artifact in the Temple of Mars.
11. This door leads to the Gardens of Athena.
12. Press the leftmost button in this room to open the secret door at 13.



13. This door is opened by the button from Area 12. It leads to a Mystic Urn.
14. Lightning from a sensor overhead will strike you in this area.
15. Press this floor plate to align half the lenses in this room.
16. Press this floor plate to align the other half of the lenses here.
17. This staircase leads to the platform above the lens room.
18. Press the floor plate here to activate the lenses in the room below on Inset 3. It will destroy the secret door at the north end of this room.
19. This floor switch reveals the paths of the photoelectric sensors in this room. Crawl through this room to reach the button without being struck by lightning or creating additional enemies.
20. You will find the silver bar here.

## The Gardens of Athena At-a-Glance

1. You enter here from the Hall of Heroes.

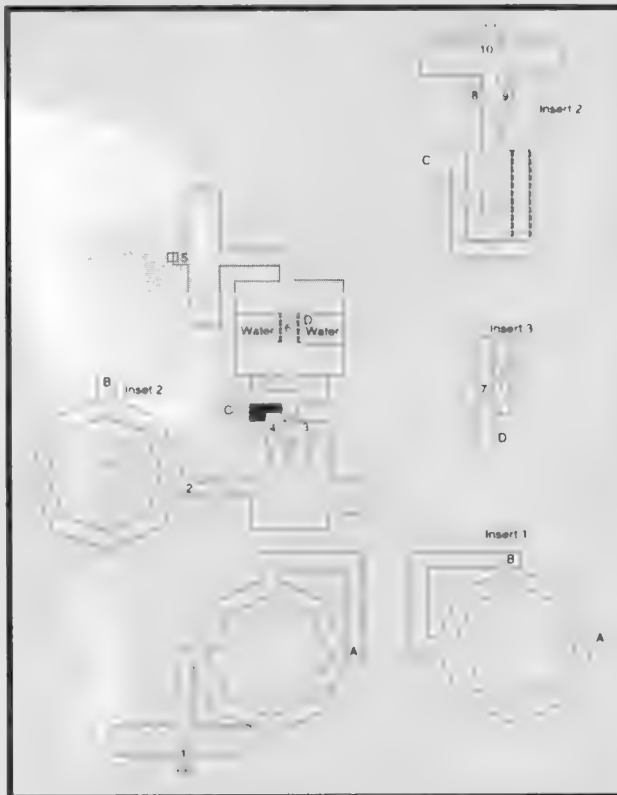


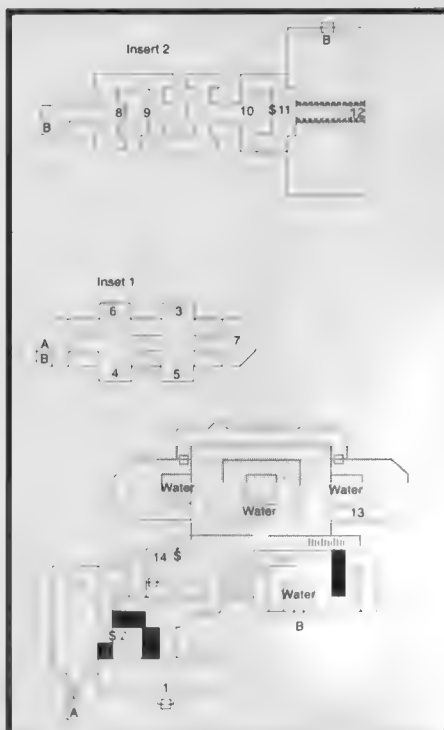
2. Destroy the broken wall in the pool to find the button in this area. It lowers a large obelisk into the pool at 4.
3. Press this button to open the door in the courtyard.
4. Swim down here and press the button to create an artifact in the Temple of Mars.
5. Rings of Flight appear here. Use them to collect the artifacts and power-ups on the roofs of this area.
6. You can open this door only from the hallway outside.
7. This door leads to the Forum of Zeus.
8. Press the button here to drop the elevator at 9 on Inset 2.
9. The button at 8 activates this elevator.

10. Shoot this ceiling-mounted button to create a Stone of Summoning on the altar.
11. Press this button to control a door further into the level.
12. This button opens the door at the end of the platform here.
13. You will find the gold bar here.
14. Destroy the stair here to discover a button that controls the secret panel at 15.
15. Destroy the statue and press the button here to create an artifact in the Temple of Mars.

## The Reflecting Pool At-a-Glance

1. You enter here from the Hall of Heroes.
2. Exit the central octagon via this corridor.
3. The silver bar goes here.
4. The gold bar goes here.
5. This door leads to the Baths of Demetrius.
6. Drop off the bridge here, swim into the tunnel, and refer to Inset 3.
7. Press this button to activate the bridge in the pool area.
8. The Diamond Scepter goes here.
9. The Crown of Kings goes here.
10. This door leads to the Temple of Mars.





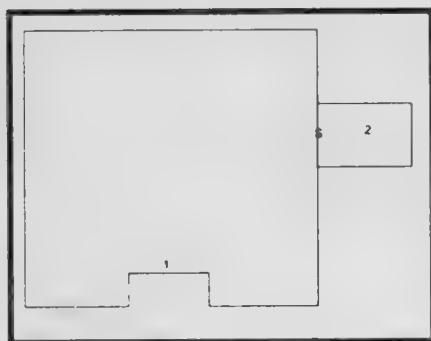
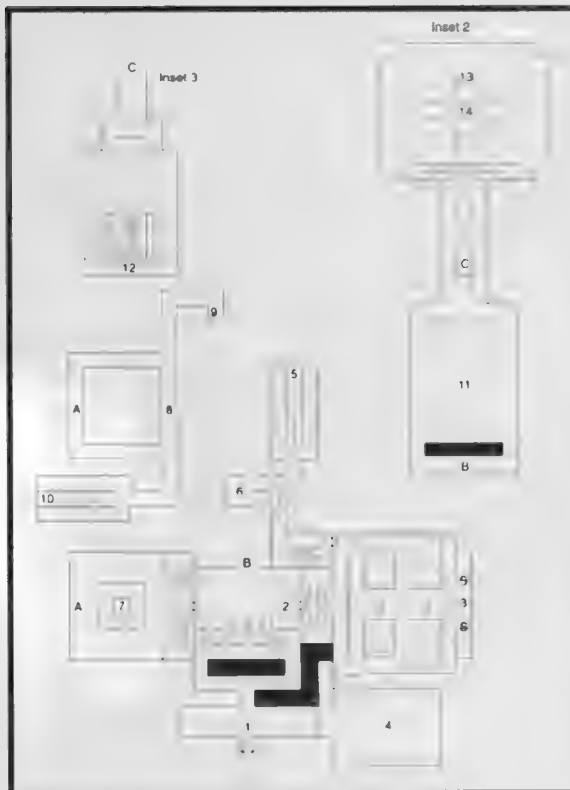
## Baths of Demetrius At-a-Glance

1. You enter here from the Reflecting Pool.
2. Destroy the wall here to find a secret area with a button that creates an artifact in the Temple of Mars.
3. This is the Fire button. Press it first.
4. This is the Steam button. Press it second.
5. This is the Water button. Press it third.
6. This is the Air button. Press it fourth and last.
7. The Diamond Scepter materializes here when you press the buttons at 3, 4, 5, and 6 in the correct order.
8. This is the Roman numeral 'I' switch. Turn it to point up.
9. This is the Roman numeral 'II' switch. Turn it to point right.
10. This is the Roman numeral 'III' switch. Turn it to point down.
11. The floor switch here creates the barrel bridge to Area 12.
12. The button on the wall here operates the secret door behind Area 11 and the wooden door at the north end of the room. Swim to the door and refer to the main map.
13. This secret area contains a number of artifacts, mana, and power-ups, and a button that creates an artifact in the Temple of Mars.
14. You will find the Crown of Kings here.

## Temple of Mars At-a-Glance

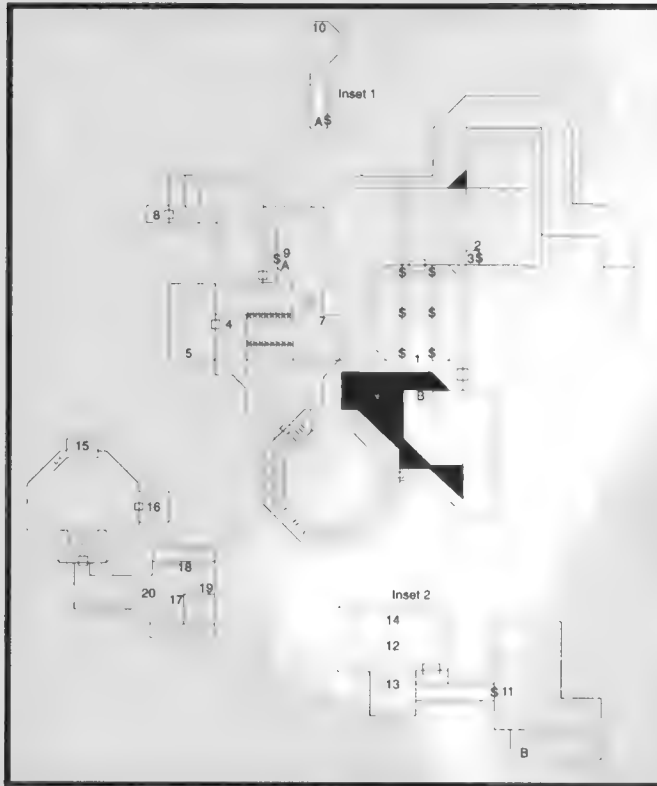
1. You arrive here from the Reflecting Pool.
2. Take this door first to find the Temple of Mars.
3. Press this button to operate the two doors on the lower platform in this room. This button also releases a pair of spiders.
4. This is the Temple of Mars. It holds the artifacts you have created.
5. You will find the Shadowstone here.
6. Press this button to move the walls back in Area 11.

7. Press the floor trigger here to operate the elevator located at A. Ride the elevator up and refer to Inset 1.
8. This button disables the electricity surrounding Area 7.
9. Press this button to move the walls back in Area 11.
10. You will find the Sunstone here.
11. This room contains huge swinging axes. Buttons at 6 and 9 control the outer walls.
12. You will find the Voidstone here.
13. Place the Shadowstone, Sunstone, and Voidstone here to open the portal to the Coliseum of War.
14. Find the portal to the Coliseum of War here.



## Coliseum of War At-a-Glance

1. You enter here from the Temple of Mars.
2. You confront War behind this secret door. The entire wall section disintegrates when you approach.



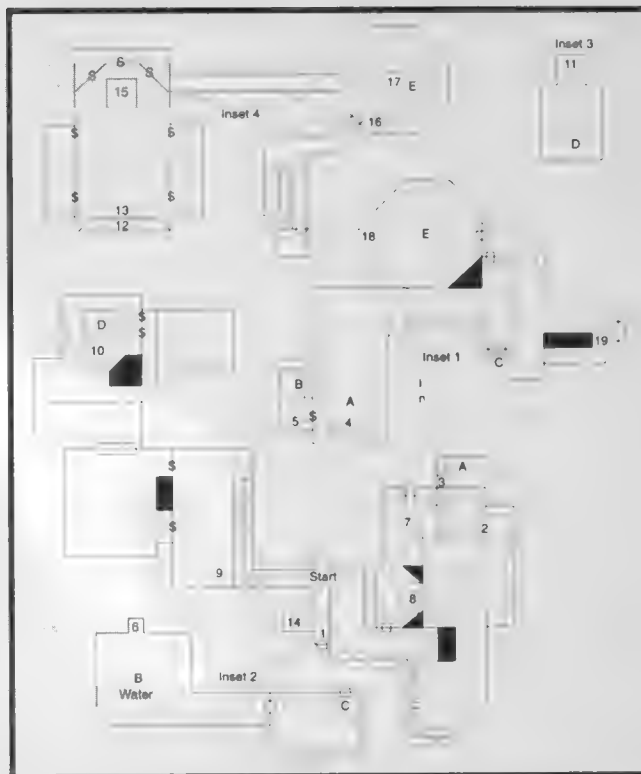
## The Tower of the Dark Mage At-a-Glance

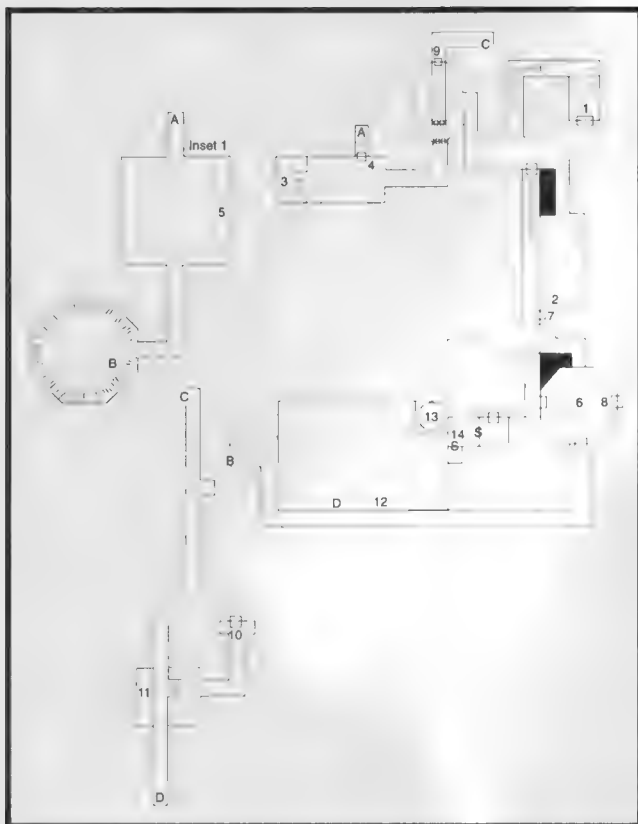
1. You arrive here from the Cathedral.
2. Strike the green book in the bookcase here to swing the other bookcase open.
3. A Force Cube rests here. The button here reopens the bookcase.
4. Break through this doorway to enter the room beyond.
5. Strike the gearwheel to create the bridge at 6.
6. This bridge is temporary and will slide back into the walls after a few moments.
7. This button creates the bridge at 6.
8. Knock down the artwork on the wall to reveal the Gold Sphere.
9. The grating under the ramp gives way to reveal the secret area on Inset 1.
10. This teleporter takes you to the top of the octagonal room with the long set of stairs.
11. Destroy the wall over the book to reveal this secret corridor.
12. You will find the Sheet Music here.
13. Place the Gold Sphere in this niche.
14. The Gold Sphere activates this teleporter to Area 15.
15. You arrive here from the teleporter at 14.
16. You must slay this bronze golem to open the door at the top of the stairs.
17. Strike the base of the statue here to gain access to the Ring of Flight.
18. The Ring of Flight falls here when you topple the statue.
19. The Mage's Tome is located on a small shelf here.
20. Take this teleporter to return to the octagonal stair room.



## The Cathedral At-a-Glance

1. This portal leads to the Tower of the Dark Mage.
2. You will find this hidden doorway behind a crate.
3. Drop through this hole in the floor to reach the crypt on Inset 1.
4. Press the front of this sarcophagus to open the passage at 5.
5. Take this passage to Area B and refer to Inset 2.
6. This teleporter takes you to Area 7 on the main map.
7. You arrive here from the teleporter at 6.
8. You will find the fountain of holy water here.
9. You will find the Church Organ here.
10. This is the bell tower. Drop through the hole in the floor to Area D on Inset 3.
11. This teleporter takes you to Area 12 on Inset 4.
12. You arrive here from the teleporter at 11. You will find the Defiled Holy Relic on this ledge.
13. The teleporter under the ledge takes you to Area 14.
14. You arrive here from the teleporter at 13. The teleporter here returns you to Area 13.
15. After you restore the blessing on the Defiled Holy Relic, the altar slides away to reveal a secret passage.
16. Strike this door to reveal a hidden room.
17. Drop through the grating to Area E on Inset 1.
18. This teleporter returns you to the floor of the Cathedral.
19. This portal leads to the Underhalls.





## The Underhalls At-a-Glance

1. You arrive here from the Cathedral.
2. This room is a trap.
3. Turn the valve here to open the door at 4.
4. Take this tube down to Area A on Inset 1.
5. Turn the valve here to open the grating at 9.
6. Place the Mage's Tome here.
7. Strike the wall here to reveal a secret passage.
8. This portal leads to Eidolon's Ordeal.
9. The valve at 5 opens this grating.
10. This portal leads to the Tower of the Dark Mage.
11. The Prybar is located here.
12. Press the button here to reveal an Icon of the Defender.

13. Swim up this tube to the torture room.

14. Strike the "Help" message on the wall to open the secret door.

## Eidolon's Ordeal At-a-Glance

1. You arrive here from the Underhalls.
2. Run through this corridor to avoid being hit by projectiles from the walls.
3. Go through this door first in the next room.
4. Flip this switch to reveal the two rooms below the platform.
5. Flip the switch in this alcove to allow access to Area 6.
6. The switch at 5 moves the platform to below this window, allowing access to the room beyond.
7. Flip the switch at the bottom of the stairs to reveal a new staircase on Inset 1.





# Ultima Online

*Ultima Online* is a huge game that is constantly changing. However, I've put together some general tips and hints to help you survive.

## General Tips

### Character Creation

It helps to plan ahead when assigning skills to a new character. One sample strategy is to start a character with Animal Training in order to attract pets. Peacemaking for resolving trouble and Archery for making ranged attacks are also good skills to begin the game with. If you get into trouble, try to calm the belligerents. Failing that, send in your pets to attack while you shoot at the enemy from a safe distance. This also gives you a good chance to escape if necessary.

## Character Advancement

You can learn skills by watching others who are proficient in that skill. If you want to learn to bake, spend time with a good baker. To develop your combat skills, watch the guards or other warriors in action.

To find someone to teach you skills, stay close to the town. Save money and work on simple skills that you can learn without a teacher. After you've earned some cash, work on your basic combat skills. Training dummies are free at the Warriors' Guild Building in each town, and you can always watch the town guards to learn quite a bit about Tactics.

## Buying

If at all possible, purchase items from other players rather than from shops. Players nearly always have lower prices than a shop, and they are often willing to compromise or trade for something you don't need.

In particular, forges are a great place to trade and buy things. There are always plenty of folks gathered around, using the forge. They'll often sell armor and weapons at a cut rate.

## Combat

An obvious but useful tactic is to hide behind a large object, such as a tree or corner of a building, then use a bow or crossbow. The person you're attacking has trouble getting at you to return the attack, especially without a ranged weapon and the skill to use it.

It's sometimes necessary to slay someone intent on killing you. While player killing is not advocated, there are steps you can take to cover your tracks. For example, change your clothing after slaying someone and don't give your character an easy name to remember. Also, pass on the names of troublesome players to other players.

When you do take some damage, your health is regained at a rate of one hit point for every five to fifteen seconds that pass. The better fed you are, the faster your hit points will be restored.

## Adventuring

Never travel between cities alone. If you form traveling parties, make sure all members have offensive and defensive skills and armaments that complement each other. You should also include at least one member who is armed with a bow or crossbow.

When you are in the wilderness, stay near the trail — it's easier to run from large monsters if you have to.

Remember, there's strength in numbers. If you don't have friends, consider hiring guards or buying large, fierce animals to protect you. Just be sure to have plenty of gold or food to keep them happy.

## Ships

Although a boat costs a fair amount of gold, it's well worth the investment. If you're interested, but short on money, try assembling a small band of people to pool money for the ship deed.

Once you have the boat, go to the nearest dock, double click on the ship deed in your backpack, and place the boat on the water. Make sure that the outline of the boat doesn't touch the land and that the side of the boat can be reached from the dock. If you don't do this, you will not be able to board.

Before you start building a boat, make sure that you'll be able to navigate it out of its construction location. If you build it between two bridges or other structures, you might be unable to sail it out of port.

# Magic

Spells that require a target are referred to as targetable and display cross hairs when you cast them. Place the cross hairs over the target and then left click to cast the spell.

When casting area-effect spells, it is better to target the ground near the middle of your objectives rather than the objectives themselves. This will “ground” the spell and distribute its effects more evenly.

Some monsters are almost completely immune to certain spells. As an example, a Fire Elemental is virtually immune to all fire spells. Be ready to change offensive spells to compensate.

Always keep a large supply of reagents on hand. The last thing you want to do is face a dangerous situation with a shortage of ginseng or garlic.

Never waste your mana and reagents on a high-level spell when something cheaper will do the job just as well. Mana regenerates slowly in the game and, as a mage, you'll be more vulnerable when your mana level is low.

It's a good idea to keep your spellbook open at all times. Just minimize it, leaving the closed book visible. This will save you a lot of time when you must scramble to cast a spell.

Work with another mage whenever possible. The best magical combination is to have one mage cast offensive spells while the other concentrates on healing and protecting the first mage or other accompanying warriors.

Whenever possible, keep a backup magical item handy in case your mana or reagents run low.

Mana regenerates at a flat rate of one point every five seconds.

Casting offensive spells in town is forbidden and subject to punishment. Offensive spells include — but aren't limited to — Summon, Field, Clumsy, Curse, Earthquake, Feeblemind, Mana Drain, Mana Vampire, Mass Curse, Paralyze, Poison, and Weaken.

## First Circle

If you're a mage fighting another mage, you can temporarily lower his Intelligence by casting a Feeblemind spell. This reduces your opponent's chances of hitting you with a spell, since casting abilities are affected by Intelligence. Along this same line, casting Clumsy or Weaken on a warrior will lower his or her ability to hit you.

While a target is suffering from a spell that lowers attributes, no other spells can be cast on the target.

## Second Circle

If you're fleeing from someone, run through a door and then cast Magic Trap on the door through which you have run. If the enemy follows you, they will take damage when they open the door.

## Third Circle

Magic Lock only works on chests, boxes, and other containers — not on doors.

Use Wall of Stone to temporarily block a door. For a truly underhanded method of doing someone in, lure your victim into a room that contains a monster or other nasty character, then run out and cast Wall of Stone to block the doorway.

Field and Wall spells are very sensitive to the direction in which they are cast. They'll appear perpendicular to the direction you're facing when you cast. Therefore, think before you cast the spell, and make sure you are facing the correct direction.

## Fourth Circle

A Curse will lower intelligence, dexterity, and strength simultaneously.

When you find yourself involved in a magical battle, try casting Mana Drain or Mana Vampire on your enemy. They are very effective and temporarily eliminate an opposing mage's ability to cast high-level spells.

With a marked object, you can use the Recall or Gate Travel to teleport to the place where your original Mark spell was cast on that object. Simply click on the marked item.

Mass-effect spells such as Mass Curse, Archcure, Chain Lightning, and so on work well over densely populated areas. A maximum number of nine characters can be affected at once if they are packed into a tight group, standing shoulder to shoulder. Target the ground at the center of the group, rather than one of the group, to achieve the maximum result.

## Fifth Circle

When a summoning spell is cast, creatures always appear about three feet to the north. If someone is standing in the place the creature should appear, you won't be able to summon it until you move to a clear location.



If you've become infamous, some NPCs may refrain from talking to you or selling you goods. Use Incognito if you have this problem. Although the effects are only temporary, it should give you enough time to take care of business.

When fighting a magical battle, set up a Magic Reflection of yourself. You may need to recast it several times since the reflection will only rebound a single spell. If your opponent casts Mana Vampire on you, you'll gain all of his or her mana instead of he or she getting yours.

Be judicious when using Mind Blast. The damage is based on the difference between your Intelligence and the target's. If the target has a higher Intelligence than you do, you'll take the damage.

Dispel and Mass Dispel are useful tools to rid an area of the undead. Occasionally you can also successfully cast this spell against daemons and elementals.

Blade Spirits are geared to track and attack warrior types — namely characters with Tactics and Parrying skills. Energy Vortex tracks and kills mages and other characters with high Intelligence. Both spells are particular about their targets. While your opponents can ward off or destroy Blade Spirits, Energy Vortex can't be physically countered. Your best defense is to run and lure it past other characters, hoping the spell will find someone else a more suitable target than you.

Blade Spirits and Energy Vortex can have a devastating effect in a crowded room. Stand near the door, casting one of the spells, then trap your opponents in the room with Magic Lock or Wall of Stone.

The field spells, including Energy Field, Fire Field, Poison Field, Dispel Field, and Paralyze Field, double as both offensive and defensive weapons. Most monsters tend to shy away from fields.

## Sixth Circle

If you can cast Mark, it can provide a quick teleport getaway in an emergency. From your home, or wherever you want the spell to take you, cast the spell on an object small enough to carry in your backpack. It will record your exact location.

You may want to cast Mark on several items, just so you have several safe points to which you can escape.

When you make yourself invisible, you see yourself as a gray apparition on the screen. However, other players can't see you for the duration of the spell. The exceptions are mages who have cast Reveal.

Invisible targets can be hit by mass-effect spells.

## Seventh Circle

Gate Travel opens a ten-second gate between your current location and a specified marked object. This spell is useful for moving an entire party of people between points. Be careful, though. Some monsters can and will follow you through the gate.

Gate Travel works in only one direction. Once you elect to return to a Marked location, you can't get back to your previous location.

An Energy Field is impassable, but other fields can be passed through with some detrimental effects. Energy Field is the most dangerous, as merely touching it incurs great damage. It is an excellent spell for blocking off an exit from a dangerous room.

## Eighth Circle

During battle, summon a creature and then access its status window by double clicking the creature. The name box will say something like "Daemon" or "Fire Elemental." Erase that identifying name by clicking in the field and typing in a new name. Now you can treat this creature like a pet — order it to attack, follow, retrieve, etc. Its loyalty will be at a maximum, although the creature will disappear after a short time.

Earthquake is a destructive spell, but it can also help you make a grand escape. A wide-radius spell, it causes all characters within the area, except the caster, to flop around on the ground and injure themselves. Earthquake lasts long enough for you to flee the area.

## Non-Player Characters

NPCs have 225 different ways of saying "I don't understand."

When you are talking to NPCs, speak to them in complete sentences. Their vocabularies are based on keywords and context. The more words you use, the better chance they will have of correctly understanding you.

Conversely, there are few keywords that must be spoken in isolation.

You can ask NPCs for directions to a specific type of business. They will recognize "blacksmith", "tavern", "stable", or other common trade shops and locations.

NPCs speak differently according to how intelligent they are. Educated NPCs will tend to have larger vocabularies and more refined grammar, while peasants will have a strong dialect and narrow vocabularies.

Innkeepers, bards, and tavern keepers usually have the latest rumors on where magical items are located in that region.

You can ask any NPC what time it is in game hours. Just make sure to include the word “time” in your question.

You can talk to scholars, tavern keepers, bards, and mages about “Relvinian” to find out the history behind the hedge maze and the wizard who created it.

## Miscellaneous

If you slay a creature, make sure you dress your kill. You can make money by selling the hides of certain animals, and nearly all creatures have ribs you can sell to butchers. Ask NPCs for the location of the nearest butcher.

Player-killers often stake out the starting points where new players enter the game. Once you’re in the game, move away from the starting area.

If you have Peacemaking and Musicianship skills, the wilderness is not as dangerous a place to you as it would be to other players. Creatures are particularly affected by your music and will usually remain peaceful. After you spend some time in the woods playing your instrument to calm rabbits and other small creatures, you’ll improve your Peacemaking skill enough to return to the city and use it as a defense.

Wisps can only be harmed by magical attacks, but they are susceptible to the calming powers of music. A tacky bard trick involves luring other players into the expanses between Britain and Yew, where many wisps live. As a skilled bard, you can peacefully walk among the wisps, playing your instrument. When you quit playing, the other players are attacked by the wisps and you inherit whatever they are carrying. If you are not a bard, then beware those bearing lutes between Britain and Yew.

Knowing how much meat and hide different creatures provide can be especially important if you intend to hunt animals and sell the by-products.

If you need a large place in which to meet, try Trinsic. There’s a hall there suitable for guild meetings and other large congregations of people. You don’t have to reserve it, just occupy it. Look for the large building with the second story balcony and large garden.

The barrier island off the coast of Trinsic is based in part on the American island of Chincoteague. If you want to tame a wild horse, it’s a good place to visit.

A shrine will fully resurrect you, but no more than once a game day. Contrary to common rumors, a shrine will not heal a wounded character — you must be dead for it to do you any good.

## Easter Eggs

A favorite pastime of game designers is to throw hidden surprises into the game. These surprises can be small or large, but they're always interesting. In some cases, the surprises reflect actual events or inside jokes among the developing team members.

If you speak to non-human species, you often get gibberish responses. However, you'll occasionally get some humorous responses.

If you charter a ship, have a conversation with the tiller man. He has some great stories to tell you.

Magincia Council members often carry magical items.

Pizza is a food item in the game.

You'll find a book describing some of the late-night meals eaten in the ORIGIN meeting rooms — such as the Star Chamber, Mosh Pit, and Glass House.

Some books link together to form an ongoing story about a former paladin guildmaster and a girl he loved when he was young.

Very rarely, you'll meet an NPC who describes his job as “mystic llama herder.”

Try speaking the Mantra of Spirituality three times on the top stair near the Shrine of Spirituality, which is located between Britain and Trinsic. When uttering the mantra, type “OM **(ENTER)**, OM **(ENTER)**, OM **(ENTER)**.”

You might check out the mountain range southwest of Trinsic where two rivers meet. The southern branch has a waterfall running out the side of a mountain. Follow the rivers to find something interesting.

Some NPCs and creatures will almost always have gold and a magical item in their inventory, including Orc Captains, Earth Elementals, Ettins, Ogres, Trolls, Gargoyles, and Liches. More powerful creatures such as Daemons, Dragons, Drakes, Gazers, and other elementals have even more items.

## Living It Up in Limbo

When your character's hit points fall below zero, you die. However, this isn't necessarily a terrible thing in *Ultima Online*. You can still wander around and spook any mortals you find. If you decide to stay undead, you must be willing to sacrifice your skills and attributes and give up your earthly belongings.

## Tips for the Recently Deceased

No one will be able to see your dead character on their screen unless they possess the Resurrect spell. Other ghosts will appear on your screen in full color.

If you have a loyal pet or faithful hireling with you when you die, they will remain by your corpse's side, guarding it and the contents of your backpack.

Contrary to popular belief, ghosts can't pass through walls or float across water. You have to use a doorway, bridge, or teleporter just like the living. However, you can pass through closed doors.

## Ghostly Pranks

Going into War mode while in a ghostly state causes you to manifest as a gray figure in the mortal world. Trying to manifest oneself is quite a tiring task for a ghost, so it's no surprise that fatigue sets in very quickly. Once fatigue points are exhausted, your manifestation ends.

Manifestations have been known to strike fear into the hearts of NPCs.

No one besides other ghosts and someone using the Spirit Speak skill can hear your speech while you're dead. While manifesting, anything you say to the living is automatically translated into "Ooooooh."

Ghosts are immune to traps. For a little fun, try luring a gullible human player into a trap.

## Death and Resurrection

When you die, you are immediately presented with a choice. You can wander as a spirit in search of resurrection, or you can resurrect yourself instantly. The second option seems more attractive, but it does have a cost. You can lose up to 25 percent of your skill and attribute values. This can undo months of roleplaying.

New characters have an advantage in that instant resurrection doesn't lower attributes or skill beyond the point the character started with. So if you are just beginning, go for the instant resurrection. This also allows you to gather your belongings if they haven't been looted from you.

## Get the Latest Updates

Since *Ultima Online* is constantly changing, it's hard to put all the hints and tips in a book. Therefore, Prima Publishing maintains an *Ultima Online* Strategy Update page on their web site. Visit it frequently to see what's new. The URL is [www.primapub.com](http://www.primapub.com).





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